

LEANDER SMARTCODE

LEANDER, TEXAS

Prepared by

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	ARTICLE 2 SECTORS	ARTICLE 4 & ARTICLE 5 COMMUNITY UNITS		ARTICLE 6 LOTS & BUILDINGS
	Sectors	Community Units	Transect Zones & Other	Standards
Open Space	OS Open Sector	None	N/A	Regulated by Park Land Dedication & Park Improvements Section of the Subdivision Ordinance
New Development	S1 General Sector	TND Traditional Neighborhood Development	T3 Sub-Urban Zone T4 General Urban Zone T5 Urban Center Zone	Building Placement Building Form Building Function
	S2 Station Sector	RCD Regional Center Development	T4 General Urban Zone T5 Urban Center Zone T6 Urban Core Zone	Parking Location Parking Maximums
Existing Development	S3 Old Town Sector	INFILL CLD Clustered Land Development	T1 T2 Natural Zone and/or Rural Zone T3 Sub-Urban Zone T4 General Urban Zone	Landscape Light Levels Sound Levels
		INFILL TND Traditional Neighborhood Development	T3 Sub-Urban Zone T4 General Urban Zone T5 Urban Center Zone	Signage Architecture
Other			CB Civic Building CS Civic Space	
			SD Special District	

CD Conventional Development Sector	CLD Clustered Land Development	T1 T2 Natural Zone and/or Rural Zone T3 Sub-Urban Zone T4 General Urban Zone	
	TND Traditional Neighborhood Development	T3 Sub-Urban Zone T4 General Urban Zone T5 Urban Center Zone	
	Composite Zoning Ordinance		

CHAPTER 1 GENERAL INSTRUCTIONS

- 1.1 AUTHORITY
- 1.2 APPLICABILITY
- 1.3 INTENT
- 1.4 PROCESS
- 1.5 VARIANCES
- 1.6 INCENTIVES
- 1.7 ALTERNATE & SAVINGS PROVISIONS
- TABLE 1A INTENT - SECTORS
- TABLE 1B INTENT - COMMUNITY UNITS
- TABLE 1C INTENT - TRANSECT ZONES

CHAPTER 2 SECTORS

- 2.1 INSTRUCTIONS
- 2.2 (S1) GENERAL SECTOR
- 2.3 (S2) STATION SECTOR
- 2.4 (S3) OLD TOWN SECTOR
- 2.5 (CD) CONVENTIONAL DEV. SECTOR
- TABLE 2A SECTOR, COMMUNITY UNIT & TRANSECT ZONE ALLOCATION

CHAPTER 3 THOROUGHFARES & CIVIC SPACES

- 3.1 INSTRUCTIONS
- 3.2 THOROUGHFARES - VEHICULAR LANES
- 3.3 THOROUGHFARES - PUBLIC FRONTAGES
- 3.4 CIVIC ZONES
- 3.5 SPECIAL DISTRICTS
- TABLE 3A THOROUGHFARE ASSEMBLIES
- TABLE 3B VEHICULAR LANE DIMENSIONS
- TABLE 3C VEHICULAR LANE & PARKING ASSEMBLIES
- TABLE 3D PUBLIC FRONTAGES - GENERAL
- TABLE 3E PUBLIC FRONTAGES - SPECIFIC
- TABLE 3F CIVIC SPACE
- TABLE 3G PUBLIC PLANTING
- TABLE 3H PUBLIC LIGHTING

CHAPTER 4 NEW COMMUNITIES

- 4.1 INSTRUCTIONS
- 4.2 SEQUENCE OF COMMUNITY DESIGN
- 4.3 COMMUNITY UNITS
- 4.4 PARTICIPATING PARCELS
- 4.5 TRANSECT ZONES
- 4.6 DENSITY CALCULATIONS
- 4.7 SPECIAL DISTRICTS
- 4.8 SPECIAL REQUIREMENTS

CHAPTER 5 INFILL & REDEVELOPMENT

- 5.1 INSTRUCTIONS
- 5.2 COMMUNITY UNITS
- 5.3 TRANSECT ZONES
- 5.4 CIVIC ZONES
- 5.5 SPECIAL REQUIREMENTS
- 5.6 SPECIAL DISTRICTS

CHAPTER 6 LOTS & BUILDINGS

- 6.1 INSTRUCTIONS
- 6.2 PRE-EXISTING CONDITIONS
- 6.3 SPECIAL REQUIREMENTS
- 6.4 BUILDING PLACEMENT
- 6.5 BUILDING FORM
- 6.6 BUILDING FUNCTION
- 6.7 PARKING LOCATION
- 6.8 PARKING MAXIMUMS
- 6.9 LANDSCAPE
- 6.10 LIGHT LEVELS
- 6.11 SOUND LEVELS
- 6.12 SIGNAGE
- 6.13 ARCHITECTURE
- TABLE 6A BUILDING PLACEMENT
- TABLE 6B BUILDING FORM - HEIGHT
- TABLE 6C BUILDING FORM - FRONTAGES
- TABLE 6D SIGNAGE
- TABLE 6E BUILDING FUNCTION
- TABLE 6F SPECIFIC FUNCTION & USE

CHAPTER 7 SUMMARY TABLES

- TABLE 7A SMARTCODE SUMMARY
- TABLE 7B SUMMARY OF T3
- TABLE 7C SUMMARY OF T4
- TABLE 7D SUMMARY OF T5
- TABLE 7E SUMMARY OF T6
- TABLE 7F SPECIAL DISTRICTS

CHAPTER 8 DEFINITIONS OF TERMS

- 8.1 DEFINITIONS
- TABLE 8A DEFINITIONS ILLUSTRATED

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ILLUSTRATIONS BY DPZ & CO.
FROM SMARTCODE V9.2

1.1 AUTHORITY

- 1.1.1 The action of Leander, Texas in the adoption of this Code is authorized under the City Charter of the City, Chp. 211 of the Local Government Code; Art. II, Sec. 5 of the Texas Constitution, and General Laws of the State of Texas.
- 1.1.2 This Unified Development Code ("Code"), as land development regulation, providing both zoning and subdivision standards, is adopted as one of the instruments of implementation of the public purposes and objectives of the Comprehensive Plan. This Code, the Sector Map, and the Transect Map are declared to be in accord with the Comprehensive Plan and ordinances of the City.
- 1.1.3 This Code, the Sector Map, and the Old Town and Station Transect Map were adopted by vote of the Leander City Council.

1.2 APPLICABILITY

- 1.2.1 This Code is the mandatory regulation for the area marked on the Sector Map as S1, S2, or S3, with the exception of the S3 Old Town Sector where the Composite Zoning Ordinance is an option. If the SmartCode is selected, it shall become the sole and mandatory regulation for the property.
- 1.2.2 Provisions of this Code are activated by "shall" when required; "should" when recommended; and "may" when optional. When recommended, compliance shall be required, unless an alternative is approved by the Planning Director.
- 1.2.3 The provisions of this Code, when in conflict, shall take precedence over those of other codes, ordinances, regulations and standards of the City of Leander.
- 1.2.4 The codes and ordinances of the City continue to be applicable to issues not covered by this Code except where those would contradict the Intent Section 1.3, in which case the conflict would be resolved in favor of this Code.
- 1.2.5 Words and terms used in this Code shall have the meaning given in Chapter 8, and if not defined in Chapter 8, shall take their commonly accepted meanings when used in urban planning. In the event of conflicts between these definitions and those of other codes and ordinances of the City, those of this Code shall take precedence.
- 1.2.6 The metrics of the text standards and tables are an integral part of this Code. However, the diagrams and illustrations that accompany them shall be considered guidelines.
- 1.2.7 Where in conflict, numerical metrics shall take precedence over graphic metrics.

1.3 INTENT

The intent of this Code is to enable, encourage and qualify the implementation of the following policies:

1.3.1 THE AREA

- a. That the area should retain its natural infrastructure and visual character derived from topography, woodlands, farmlands, and riparian corridors.
- b. That growth strategies should encourage infill and redevelopment in parity with new communities.
- c. That development should be structured in the neighborhood pattern and, if contiguous to urban areas, be integrated with the existing urban pattern.
- d. That the pattern of development should respect historical precedents.
- e. That transportation corridors should be planned and reserved in coordination with land use and as directed by the CIP Roads and Major Street Network in the Transect Map.

- f. That green corridors and flood plain should be used to define and connect the neighborhoods within the Transect Map and the surrounding urbanized areas.
- g. That the area should include a framework of transit, pedestrian, and bicycle systems that provide alternatives to the automobile.

1.3.2 THE COMMUNITY

- a. That neighborhoods, including downtowns, should be compact, pedestrian-oriented and mixed use.
- b. That mixed-use neighborhoods, including downtowns, should be the preferred pattern of development, and that districts specializing in a single use should be the exception.
- c. That ordinary activities of daily living should occur within walking distance of most dwellings, allowing independence to those who do not drive.
- d. That interconnected networks of thoroughfares should be designed to disperse traffic and reduce the length of automobile trips.
- e. That within each pedestrian shed, a range of housing types and price levels should be provided to accommodate diverse ages and incomes.
- f. That appropriate building densities and land uses should be provided within walking distance of transit stops.
- g. That civic, institutional, and commercial activity should be embedded in neighborhoods, including downtowns, not isolated in remote single-use complexes.
- h. That schools should be sized and located to enable children to walk or bicycle to them.
- i. That a range of open space including parks, squares, and playgrounds should be distributed within neighborhoods, including downtowns.

1.3.3 THE BLOCK AND THE BUILDING

- a. That buildings and landscaping should contribute to the physical definition of thoroughfares as civic places.
- b. That development should adequately accommodate automobiles while respecting the pedestrian and the spatial form of public areas.
- c. That the design of streets and buildings should reinforce safe environments and preserve accessibility.
- d. That landscape design should grow from local climate and topography, and that architecture should grow from local climate, topography, history, and building practice.
- e. That buildings should provide their inhabitants with a clear sense of geography and climate through energy efficient methods.
- f. That civic buildings and public gathering places should be provided as locations that reinforce community identity and support self-government.
- g. That civic buildings should be distinctive and appropriate to a role more important than the other buildings that constitute the fabric of the city.
- h. That the preservation and renewal of historic buildings should be facilitated, to affirm the continuity and evolution of society.
- i. That the harmonious and orderly evolution of urban areas should be secured by the use of this Code
- j. That an occupant should be entitled to all authorized functions delineated in this code for the applicable Transect Zone upon the approval of a PUD Plan and a Site Plan.

1.3.4 SECTORS, COMMUNITY UNITS, AND THE TRANSECT

- a. That Sector designations should reflect topographic conditions, existing thor-

- oughfares and transit, existing development, and proximity to the rail station.
- b. That Community Unit types should vary from each other in composition and urban intensity to provide choices in living environments.
 - c. That within Community Units, Transect Zones should provide choices in living environments as manifested by distinct physical character.
 - d. That the Sector, Community Unit, and Transect Zone descriptions on Table 1A, Table 1B, and Table 1C shall constitute the Intent of this Code with regard to the general character of each of these environments.
 - e. That the Transect Zones are intended for mapping within Community Units, with the exception of T1 and T2, which may occur inside or outside Community Units.
 - f. That 20 years after the approval of each Transect Map or amendment to the Transect Map, the T3 Zone, T4 Zone, and T5 Zone shall be considered in a public process for succession to the next higher Transect Zone.

1.4 PROCESS

1.4.1 GENERAL TO ALL SECTORS S1, S2, S3, CD

- a. A Sector Map and a Transect Map delineating the location of certain Sectors and Transect Zones respectively, and the standards for each Sector and Transect Zone, have been determined through a process of consultation with stakeholders, recommendations of the Planning and Zoning Commission, and adoption by the Leander City Council. Applications within the Traditional Development Sectors of the Sector Map that require no Warrants or Exceptions, or only Warrants, shall be processed administratively without further recourse to public consultation as is consistent with State law and the City Charter, except for final plat approval by the Planning and Zoning Commission. Any information required by the current application and checklist shall apply.
- b. All development within the area covered by the Sector Map is zoned as a Planned Unit Development ("PUD"). The Sector Map, including any approved Transect Zones, and this Code constitute the approved PUD plan.
- c. Amendments to the Sector Map or this Code shall follow the process for a zoning ordinance amendment as provided in the Composite Zoning Ordinance.
- d. The Planning Director shall advise on the use of this Code and aid in the design of the communities and buildings based on this Code.
- e. The Planning Director, or another staff member appointed by the City Manager, shall have jurisdiction over any administrative process authorized under this Code.
- f. An applicant may appeal a decision of the Planning Director to the City Council. The City Manager or his or her designee shall provide a written recommendation to the City Council as the appeal is processed.
- g. Should a violation of an approved plan occur during construction, the Planning Director may require the owner or developer to stop, remove, and/or mitigate the violation, or require the owner or developer to secure an Exception to cover the violation.

1.4.2 SPECIFIC TO TRADITIONAL DEVELOPMENT SECTORS S1, S2, S3

- a. Owners of parcels regulated by a Traditional Development Sector on the Sector Map may submit Concept Plans for one or more Community Units, or for a Participating Parcel, as prescribed in Chapter 4.

- b. Owners of lots already regulated by a Transect Map may submit Site Plans as prescribed in Chapter 6 or, for larger areas, Infill plans as prescribed in Chapter 5.
- c. An amendment to the Transect Map is the recorded result of an approved Community Plan. Community Units are comprised of Transect Zones. If a provision of the Sector Map or Transect Map at its boundary conflicts with plans of the City applicable to an abutting area, the conflict will be reconciled by the City Council with preference given to the Sector Map or Transect Map and this Code.
- d. Approval of a Concept Plan for one or more Community Units that require Exceptions to this Code shall follow the process for a zoning ordinance amendment as prescribed in the Composite Zoning Ordinance.

1.4.3 SPECIFIC TO THE CONVENTIONAL DEVELOPMENT SECTOR CD

- a. Approval of a Concept Plan establishing the land uses and base zoning district(s) and development standards for all properties within the Conventional Development Sector shall follow the process and required information for a PUD zoning ordinance amendment as defined in the Composite Zoning Ordinance.
- b. Upon approval of a Concept Plan within the Conventional Development Sector, subsequent development approvals shall follow the requirements of the CD Development Standards and the Composite Zoning Ordinance for Site Development and the Subdivision Ordinance for Preliminary Plat, Construction Plans, and Final Plat.

1.5 VARIANCES

- 1.5.1 There shall be two levels of Variance: Warranted Variances ("Warrants") and Exceptional Variances ("Exceptions"). Warrants may be granted administratively and Exceptions may be granted upon the approval of an Amended PUD Plan by the City Council, after it receives the recommendation of the Planning and Zoning Commission, or by the Board of Adjustment following the procedure for a Variance in the Composite Zoning Ordinance.
- 1.5.2 A Warrant is a ruling that would permit a practice that is not consistent with a specific provision of this Code, but is justified by the provisions of Section 1.3 Intent. Regulations available for Warrants are listed in this Code. In addition, any metric (measurable) regulation is available for a Warrant.
- 1.5.3 Exceptions permit a practice that is not consistent with a provision nor the Intent of this Code (Section 1.3).
- 1.5.4 The request for an Exception shall not subject the entire application to public hearing, but only that portion necessary to rule on the issue under consideration.
- 1.5.5 Warrants and Exceptions shall be considered unique and shall not set precedent for others.

1.6 INCENTIVES

- 1.6.1 To encourage development within the Traditional Development Sectors, the City Council authorizes the following incentives for the use of this Code, to the extent authorized by City Charter and State law:
 - a. Any required traffic impact analysis shall be waived.
 - b. Within Old Town, site development on four or fewer lots is exempt from roadway improvements required by the Roadway Adequacy ordinance, but shall

be required to comply with the right-of-way dedication requirements of that ordinance.

- c. Within Old Town, site development on four or fewer lots adjacent to a public alley is not required to pave the alley.
- d. Within Old Town, parking lots for site development on four or fewer lots may use crushed granite with a concrete curb in lieu of a paved surface.
- e. Within Old Town, on individual lots that do not have a principal building, temporary buildings that meet the building material requirements of Chapter 6 are permitted for a period of up to two years.

1.7 ALTERNATIVE AND SAVINGS PROVISIONS

- 1.7.1 Should any section or provision of this Code be declared by the Courts to be unconstitutional or invalid, such decision shall not affect the validity of the Code as a whole or any part thereof other than the part so declared to be unconstitutional or invalid.

Table 1A: Intent - Sectors. This table provides descriptions of the general character of each Sector, as part of the Intent Section 1.3. The Community Units described on Table 1B are available for New Community planning within these Sectors, as prescribed in Chapter 2 and Chapter 4.

Traditional Development Sectors:

S1: The S1 General Sector has relatively flat terrain suitable for compact villages or neighborhoods connected to each other and Leander Station and/or Old Town by thoroughfares, including paths and trails.

S2: The S2 Station Sector has relatively flat terrain within approximately half-mile of the Leander Station, suitable for transit-oriented development.

S3: The S3 Old Town Sector is the original center of Leander. The terrain is flat and the development pattern is a compact small town with a center consisting of numerous civic and commercial buildings, surrounded by houses. The Old Town Sector is suitable for infill development, urban succession, urban expansion, and pedestrian and bicycle connections to Leander Station.

Other:

CD: The CD Conventional Development Sector is mostly separated from the transit station and Old Town by major thoroughfares. Though it accommodates conventional single-use development, compact walkable villages and neighborhoods are also appropriate.

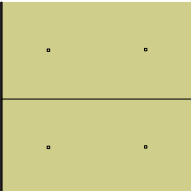
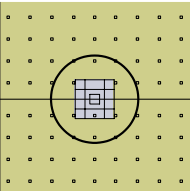
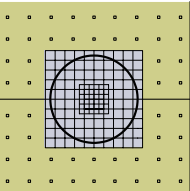
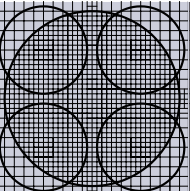
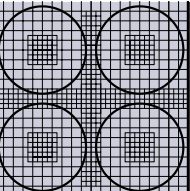
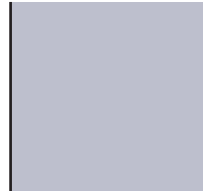
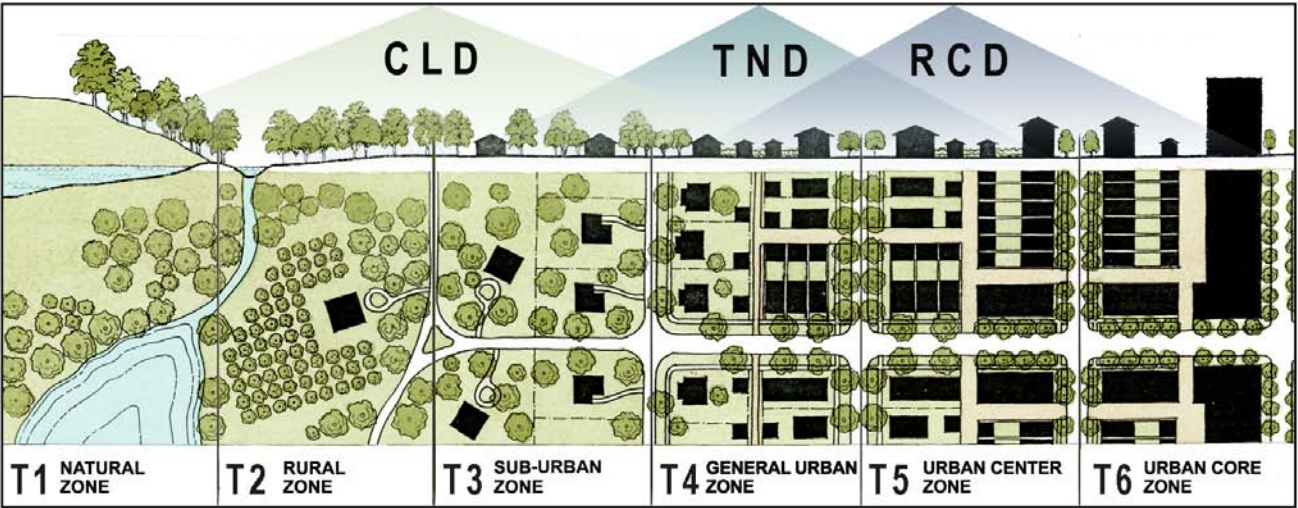
OS OPEN SPACE	CD CONVENTIONAL DEVELOPMENT SECTOR: SMARTCODE OPTION	S1 GENERAL SECTOR	S2 STATION SECTOR	S3 OLD TOWN SECTOR	CD CONVENTIONAL DEVELOPMENT SECTOR: CZO OPTION
					

Table 1B: Intent - Community Units - This table provides descriptions of the general character of each Community Unit, as part of the Intent Section 1.3.

COMMUNITY UNITS CONTAINING TRANSECT ZONES




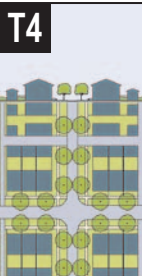
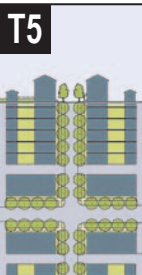
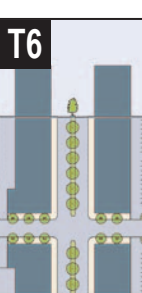


CLD: A Clustered Land Development, also known as a cluster or conservation development, is a compact rural settlement with significant open land incorporated into its design. It is a small village or tiny town consisting of houses and a small center that consists of a general store, meeting hall, church, and/or village green. It is usually 20 to 60 acres with half or less of the land developed.

TND: A Traditional Neighborhood Development is a complete village, small town, or neighborhood that has its own village center, town square, central plaza, or Main Street within walking distance of most residences. It provides a variety of residential types including single-family houses, duplexes, small apartment buildings, and, in the center, mixed-use buildings such as live-work units and shops, and civic buildings. It has playgrounds and other civic spaces scattered throughout the community. It is usually 40 to 160 acres with most of the land developed.

RCD: A Regional Center Development is a very urban town or city center with several blocks of Main Street functions within walking distance of most residences. Most of the buildings in the center of an RCD are mixed use with commercial on the ground floor. If one-story commercial buildings are present, they are relatively high or have Western false fronts to help hold the “outdoor room” of the street space. The RCD also provides several of the more urban dwelling types, including some houses on small lots, duplexes, townhouses, apartment buildings, and, in the center, mixed-use buildings such as live-work units and apartments over commercial. It has playgrounds and other civic spaces scattered throughout the community. It is oriented toward a train station or other transit, and is usually 60 to 640 acres with most of the land developed.

Table 1C: Intent - Transect Zones. This table provides descriptions of the general character of each Transect Zone, as part of Intent Section 1.3. Transect Zones are intended for mapping within Community Units, with the exception of T1 and T2, which may occur inside or outside Community Units.

	<p>NATURAL ZONE T1 Natural Zone consists of lands approximating or reverting to a wilderness condition, including lands unsuitable for settlement due to topography, hydrology or vegetation.</p>	<p>General Character: natural landscape with some agricultural use Building Placement: n/a Frontage Types: n/a Typical Building Height: n/a Civic Space Types: parks, greenways Thoroughfare Types: rural roads, highways, parkways, bikeways</p>
	<p>RURAL ZONE T2 Rural Zone consists of sparsely settled lands in open or cultivated states. These include woodland, agricultural land, grassland, and irrigable desert. Typical buildings are farmhouses, agricultural buildings, cabins, and villas.</p>	<p>General Character: primarily agricultural with woodland & wetland and scattered buildings Building Placement: variable setbacks Frontage Types: n/a Typical Building Height: 1- to 2-story Civic Space Types: parks, greenways Thoroughfare Types: roads, bikeways</p>
	<p>SUB-URBAN ZONE T3 Sub-Urban Zone consists of low density residential areas, adjacent to higher zones that have some mixed use. It has home occupations and outbuildings. Planting is naturalistic and setbacks are relatively deep. Blocks tend to be large and the roads irregular to accommodate natural conditions.</p>	<p>General Character: landscaped yards surrounding detached houses; pedestrians occasionally; naturalistic tree planting Building Placement: deep and variable front and side yard setbacks Frontage Types: porches, fences, dooryards Typical Building Height: 1- to 2-story Civic Space Types: parks, greens, greenways, playgrounds Thoroughfare Types: roads, streets, avenues, bikeways</p>
	<p>GENERAL URBAN ZONE T4 General Urban Zone consists of a mixed use but primarily residential urban fabric. It includes a wide range of building types: detached, semi-detached, rowhouses, and small apartment buildings. Setbacks and landscaping are variable. Streets with curbs and sidewalks define medium-sized blocks.</p>	<p>General Character: mix of houses, townhouses & small apartment buildings, with scattered commercial activity; balance between landscape and buildings; presence of pedestrians Building Placement: shallow to medium front and side yard setbacks Frontage Types: porches, fences, dooryards Typical Building Height: 1- to 3-story with a few taller apartment buildings Civic Space Types: squares and greens, pocket parks, playgrounds Thoroughfare Types: streets, avenues, boulevards, bikeways</p>
	<p>URBAN CENTER ZONE T5 Urban Center Zone consists of higher density mixed use development that accommodates retail, offices, rowhouses, and apartments. It has a tight network of streets, with wide sidewalks, steady street tree planting, and buildings set close to the sidewalks.</p>	<p>General Character: Shops with apartments and office above; townhouses, larger apartment houses, live-works, and civic buildings; predominantly attached buildings; trees within the public right-of-way; substantial pedestrian activity, frequent retail frontages Building Placement: shallow setbacks or none; buildings oriented to street defining a street Frontage Types: stoops, shopfronts, galleries Typical Building Height: 2- to 4-story with some single story Civic Space Types: plazas and squares, pocket parks, playgrounds Thoroughfare Types: streets, commercial streets, avenues, boulevards, bikeways</p>
	<p>URBAN CORE ZONE T6 Urban Core Zone consists of the highest density and height, with the greatest variety of uses, and civic buildings of regional importance. It tends to have larger blocks; streets have steady street tree planting, and buildings are set close to wide sidewalks. Typically only large towns and cities have an Urban Core Zone.</p>	<p>General Character: medium to high-density mixed use buildings, entertainment, civic and cultural uses. Attached buildings forming continuous street wall; trees within public right-of-way; highest pedestrian and transit activity Building Placement: shallow setbacks or none; buildings oriented to street, defining a street Frontage Types: stoops, forecourts, shopfronts, galleries and arcades Typical Building Height: 4-8 story with a few shorter buildings Civic Space Types: plazas and squares, pocket parks, playgrounds Thoroughfare Types: streets, commercial streets, avenues, boulevards, bikeways</p>

2.1 INSTRUCTIONS

- 2.1.1 This Chapter governs the interpretation of the Sector Map for all property in the S1, S2, S3, and CD Sectors.
- 2.1.2 Sectors are comprised of open space and growth areas. Growth areas are intended for the development of New Communities, prescribed in Chapter 4, or Infill and Redevelopment, prescribed in Chapter 5. Each Community Unit is comprised of Transect Zones, whose elements are prescribed in Chapter 6.
- 2.1.3 Upon approval of plans prepared according to Chapter 4 or Chapter 5, the Sector designation(s) for the plan area shall be replaced by the new Transect Zones.

2.2 (S1) GENERAL SECTOR

- 2.2.1 The General Sector is assigned to the areas that can support mixed use because of their proximity to the Station Sector or proximity to the Old Town Sector, and their proximity to an existing or planned thoroughfare.
- 2.2.2 Within the General Sector, only communities in the pattern of Traditional Neighborhood Development (TND) shall be permitted.

2.3 (S2) STATION SECTOR

- 2.3.1 The Station Sector is assigned to the approximate area within an average half-mile walk of the Leander rail station. This area can support substantial mixed use because of its proximity to existing regional thoroughfares and transit.
- 2.3.2 Within the Station Sector, only communities in the pattern of Regional Center Development (RCD) shall be permitted by right.

2.4 (S3) OLD TOWN SECTOR

- 2.4.1 The Old Town Sector is mapped with Transect Zones for the existing urbanized center of Leander.

2.5 (CD) CONVENTIONAL DEVELOPMENT SECTOR

- 2.5.1 Conventional Development designations are assigned to two types of areas:
 - (a) locations adjacent to Highway 183A that are conducive to commercial and mixed use auto-oriented development patterns but not currently suitable for walkable patterns.
 - (b) edge locations that already have conventional auto-dependent residential development in or near them, or have been identified as more conducive to conventional development patterns.
- 2.5.2 The provisions of the CD Development Standards of this code, the Composite Zoning Ordinance, and the Subdivision Ordinance, as amended, shall apply to the CD Sector.
- 2.5.3 As an option, developers may use this SmartCode to design communities in the pattern of Clustered Land Development (CLD) or Traditional Neighborhood Development (TND) as provided in Article 4. If the SmartCode is elected, it shall be applied in its entirety for the CLD or TND, and not mixed with another code.

TABLE 2A. SECTOR, COMMUNITY UNIT & TRANSECT ZONE ALLOCATION

TABLE 2A: Sector, Community Unit & Transect Zone Allocation. Table 2A identifies the conditions, including both natural features and man-made infrastructure, that suggest areas suitable for preservation and/or development. This table also identifies Community Unit types of various intensities that are appropriate in specific Sectors, and allocates ranges of Transect Zones within each Community Unit.

<div> <div> ALREADY DEVELOPED AREAS </div> <div> <div> <div>PROXIMITY TO MAJOR THOROUGHFARES AND TRANSIT</div> <div>PROXIMITY TO TRANSIT OR OLD TOWN</div> <div>PROXIMITY TO THOROUGHFARES</div> <div>PROXIMITY TO HWY 183A</div> <div>EDGE LOCATIONS</div> <div>FLOOD PLAIN</div> <div>LEGACY WOODLAND</div> <div>LEGACY FARMLAND</div> <div>LEGACY VIEWSHEDS</div> <div>CLD RESIDUAL OPEN SPACES</div> <div>SURFACE WATERBODIES</div> <div>PROTECTED WETLANDS</div> <div>PROTECTED HABITAT</div> <div>RIPARIAN CORRIDORS</div> <div>PURCHASED OPEN SPACE</div> <div>CONSERV. EASEMENTS</div> <div>LAND TRUST</div> <div>TRANSPORT. CORRIDORS</div> </div> <div> <div>(OPEN SPACE)</div> <div>(NEW COMMUNITIES)</div> <div>(OLD TOWN)</div> </div> </div> </div>						
SECTORS	OS OPEN SPACE	CD CONVENTIONAL DEVELOPMENT SECTOR SMARTCODE OPTION	S1 GENERAL SECTOR	S2 STATION SECTOR	S3 OLD TOWN SECTOR	CD CD SECTOR CZO OPTION
COMMUNITY UNITS	CLD OPTION	TND OPTION	TND	RCD		
TRANSECT ZONE ALLOCATION WITHIN EACH COMMUNITY UNIT	T1					
	T2	50% MIN	PERMITTED	PERMITTED	NOT PERMITTED	
	T3	10 - 30%	10 - 30%	10 - 30%	NOT PERMITTED	VARIABLE
	T4	20 - 40%	30 - 60%	30 - 60%	10 - 30%	VARIABLE
	T5		10 - 30%	10 - 30%	10 - 30%	VARIABLE
	T6				40 - 80%	

3.1 INSTRUCTIONS

- 3.1.1 This Chapter applies to thoroughfares and Civic Zones. In both New Communities (Chapter 4) and Infill (Chapter 5), these are generally mapped after determining the locations of Transect Zones.
- 3.1.2 Thoroughfares are intended for use by vehicular, bicycle, and pedestrian traffic to provide access to lots and Civic Spaces. Thoroughfares shall generally consist of Vehicular Lanes and Public Frontages.
- 3.1.3 Civic Spaces are intended primarily for use by pedestrians and bicyclists.
- 3.1.4 Thoroughfares and Civic Spaces shall be designed in context with their Transect Zones. Thoroughfares shall be designed for the target speed of the Transect Zones through which they pass. The Public Frontages of thoroughfares that pass from one Transect Zone to another should be adjusted accordingly or, alternatively, the Transect Zone may follow the alignment of the thoroughfare to the depth of one lot, retaining a single Public Frontage throughout its trajectory. See Table 3D.
- 3.1.5 Within the more urban zones (T3, T4, T5, T6), pedestrian comfort shall be a primary consideration of the thoroughfare. Design conflict between vehicular and pedestrian movement generally shall be decided in favor of the pedestrian.
- 3.1.6 All new thoroughfares shall terminate at other thoroughfares, forming a network. Cul-de-sacs, dead-ends, and hammerheads shall be subject to approval by Warrant to accommodate specific site conditions only. Such conditions are limited to impassable or uncrossable waterways, hillsides, or existing infrastructure blocking connection to another vehicular thoroughfare. Vehicular thoroughfares that cannot connect by virtue of the aforementioned site conditions shall be connected to another vehicular thoroughfare by a bikeway, path, or trail.
- 3.1.7 Each lot shall enfront a vehicular thoroughfare or Civic Space, except that 20% of the lots within each Transect Zone may enfront a pedestrian passage. Lots that enfront more than one vehicular thoroughfare, Civic Space, or pedestrian passage shall comply with the Private Frontage Standards of Table 6C on each frontage.
- 3.1.8 On a Preliminary Plat, B-Streets may be designated that are exempted by Warrant from one or more of the specified Public Frontage or Private Frontage requirements. See Chapter 4 Special Requirements.
- 3.1.9 A bikeway network consisting of Bicycle Trails, Bicycle Routes and Bicycle Lanes should be provided throughout the community. The community bicycle network should be connected to existing or proposed regional networks wherever possible.
- 3.1.10 Dimensions and details for paths and bikeways shall be approved by Warrant.
- 3.1.11 Within Special Districts, the standards for thoroughfares and Civic Spaces shall be determined by Exception.
- 3.1.12 Rear Alleys shall be required in New Communities in T4, T5, and T6, with Rear Lanes also permitted in T4.
- 3.1.13 Stormwater management on thoroughfares shall be accomplished primarily through pipes or infiltration, by retention or detention in vegetated swales or tree trenches in the public frontage or median, and/or by channeling with raised curbs, as appropriate to the thoroughfare type.
- 3.1.14 Stormwater management on thoroughfares and lots shall be accomplished primarily through underground drainage channeled by raised curbs. There shall be no retention or detention required on the individual lots unless regional options are unavailable. If regional options are unavailable, temporary detention and retention may be required.

3.2 THOROUGHFARES - VEHICULAR LANES**3.2.1 GENERAL TO ALL ZONES T1, T2, T3, T4, T5, T6**

- a. Thoroughfares may include vehicular lanes in a variety of widths for moving and for parked vehicles, and bicycles. Vehicular Lane elements are provided on Table 3B and Table 3C and are available by right. Complete new assemblies (Vehicular Lanes and Public Frontage) created from Table 3B, Table 3C, Table 3D, and/or Table 3E are subject to review by Warrant.
- b. Retrofit of existing lanes may be accomplished by restriping, changing one-way thoroughfares to two-way, reducing turning radii, adding on-street parking, changing parallel parking to diagonal, and/or removing pavement width by adding bioretention areas or planting strips.

3.3 THOROUGHFARES - PUBLIC FRONTAGES**3.3.1 GENERAL TO ALL ZONES T1, T2, T3, T4, T5, T6**

- a. The Public Frontage contributes to the character of the Transect Zone, and includes the types of bikeways, curbs, planters, street trees, and sidewalks.
- b. Public Frontage elements are provided on Table 3D and Table 3E and are available by right. Complete new assemblies (Vehicular Lanes and Public Frontage) created from Table 3B, Table 3C, Table 3D, and/or Table 3E are subject to review by Warrant.
- c. Within the Public Frontages, the prescribed types of Public Planting and Public Lighting shall be as shown in Table 4C, Table 4D, Table 4G and Table 4H. The spacing may be adjusted by Warrant to accommodate specific site conditions.
- d. Retrofit of existing thoroughfares may be accomplished in the Public Frontage by widening sidewalks, adding trees, and/or adding bioretention areas or planting strips. See Table 4G Thoroughfare Assemblies.

3.3.2 SPECIFIC TO ZONES T1, T2, T3

- a. The Public Frontage shall include trees of various species, naturalistically clustered, as well as understory.
- b. The introduced landscape shall consist primarily of native species requiring minimal irrigation, fertilization and maintenance, and depressed planting areas that can provide rainwater infiltration where useful.

3.3.3 SPECIFIC TO ZONE T4

- a. The Public Frontage shall include trees planted in a regularly-spaced allee pattern of single or alternated species with shade canopies of a height that, at maturity, clears at least one story.
- b. Planting strips and medians should be depressed to facilitate rainwater infiltration.

3.3.4 SPECIFIC TO ZONES T4, T5, T6

- a. The introduced landscape shall consist primarily of durable species tolerant of soil compaction.

3.3.5 SPECIFIC TO ZONES T5, T6

- a. The Public Frontage shall include trees planted in a regularly-spaced allee pattern with shade canopies of a height that, at maturity, clears at least one story. At retail frontages, the spacing of the trees may be irregular, to avoid visually obscuring the shopfronts.

3.4 CIVIC ZONES

3.4.1 GENERAL

- a. Civic Zones dedicated for public use shall be required for each Community Unit and designated on the Transect Map as Civic Space (CS), Civic Building (CB), or more generally Civic Zone (CZ).
- b. A Civic Zone may be permitted by Warrant if it does not occupy more than 20% of a Pedestrian Shed, otherwise it is subject to the creation of a Special District. See Section 3.5.
- c. Any single Civic Space large enough to fall under a Special District designation, and/or wholly or partially within an area already designated as parkland on the City Parks, Recreation & Open Space Master Plan, shall be considered in a public process per Section 61 Park Land Dedication and Park Improvements section of the Subdivision Ordinance.
- d. The Civic Space requirements of this Code shall satisfy the requirement for the dedication of parkland pursuant to the Park Land Dedication and Park Improvements section of the Subdivision Ordinance, but park improvement fees as required therein shall still apply.
- e. Right-of-way for all Primary and Secondary Trails identified on the Transportation Plan are required to be dedicated as Civic Space.

3.4.2 CIVIC SPACE (CS) GENERAL TO ZONES T3, T4, T5, T6

- a. Civic Spaces shall be assigned to a minimum of 5% cumulatively of the area of each Community Unit.
- b. Any new Civic Spaces shall be designed in context with Transect Zones as generally described in Table 3F and approved by the Planning Director.
- c. Each Pedestrian Shed shall contain one main Civic Space at minimum. The main Civic Space shall be within 800 feet of the geographic center of each Pedestrian Shed, unless topographic conditions, pre-existing thoroughfare alignments or other circumstances prevent such location.
- d. A Civic Space designed and equipped as a playground shall be provided within 800 feet of 75% minimum of the residential units within the Pedestrian Shed.
- e. Each Civic Space shall have 50% minimum of its perimeter enfronting a thoroughfare, except for playgrounds and pocket parks.
- f. Civic Spaces may be permitted within Special Districts by Warrant.

3.5 CIVIC SPACE SPECIAL DISTRICTS (SD)

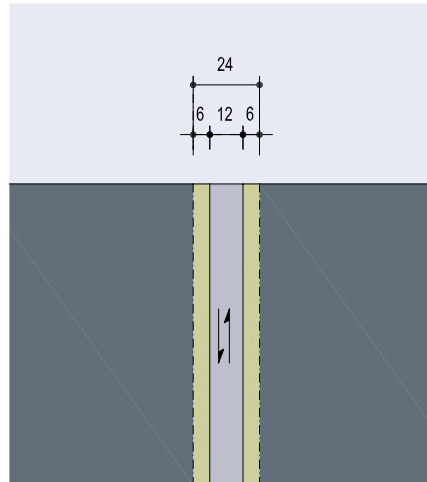
- 3.5.1 Special District designations shall be assigned to Civic Spaces that, by their intrinsic size, function, or form, cannot conform to the requirements of their Transect Zone(s).

Table 3A: Thoroughfare Assemblies. The assemblies of Table 3A are pre-approved and may be used in New Communities or for Infill & Redevelopment by right. Changes to these assemblies are subject to review by Warrant. The first two letters designate the thoroughfare type. The second two designate the Right-Of-Way width. The final two numbers designate the paving width from curb to curb (inside face).

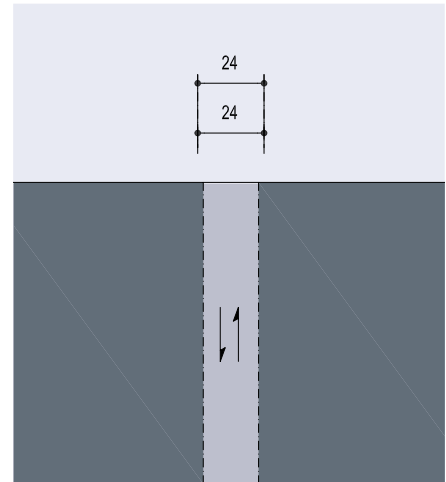
KEY		ST-57-20
Thoroughfare Type		
Right of Way Width		
Pavement Width		

THOROUGHFARE TYPES

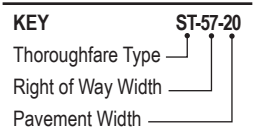
Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

**RL-24-12**

Thoroughfare Type	Rear Lane
Transect Zone Assignment	T3, T4
Right-of-Way Width	24 feet
Pavement Width	12 feet
Movement	Yield Movement
Design Speed	10 MPH
Traffic Lanes	n/a
Parking Lanes	None
Pavement Radius	Taper
Walkway Type	None
Planter Type	None
Curb Type	Inverted Crown
Planting Type	None

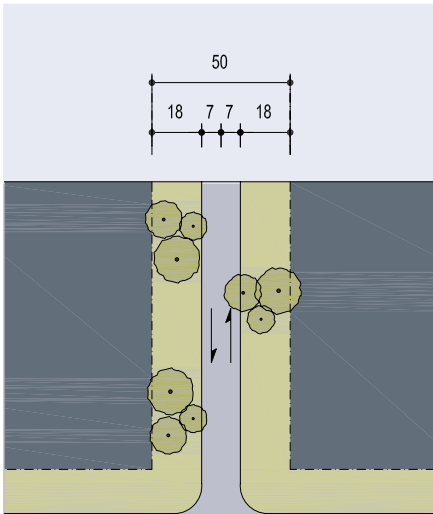
**RA-24-24**

Thoroughfare Type	Rear Alley
Transect Zone Assignment	T4, T5, T6
Right-of-Way Width	24 feet
Pavement Width	24 feet
Movement	Slow Movement
Design Speed	10 MPH
Traffic Lanes	n/a
Parking Lanes	None
Pavement Radius	Taper
Walkway Type	None
Planter Type	None
Curb Type	Inverted Crown or Roll Curb at Edges
Planting Type	None

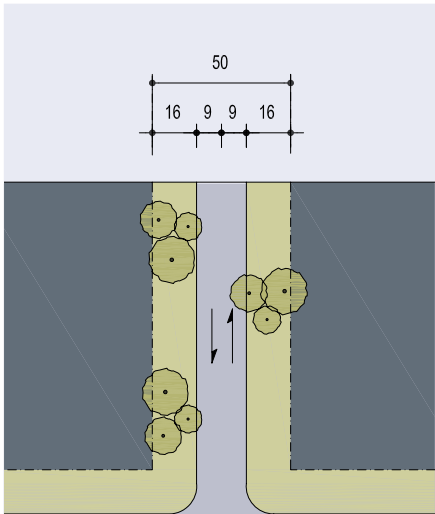


Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Traffic Lanes	
Parking Lanes	
Pavement Radius	
Walkway Type	
Planter Type	
Curb Type	
Planting Type	



RD-50-14
Road
T1, T2, T3
50 feet
14 feet
Yield Movement
15 MPH
2 lanes
None
25 feet
Path optional
Continuous Swale
Swale
Trees clustered



RD-50-18
Road
T1, T2, T3
50 feet
18 feet
Slow Movement
15 MPH
2 lanes
None
25 feet
Path optional
Continuous Swale
Swale
Trees clustered

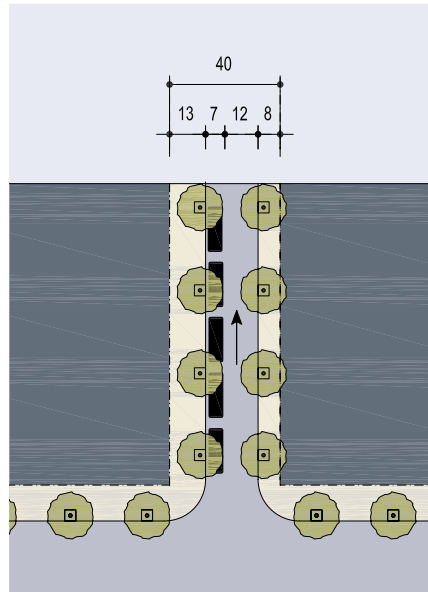
KEY

Thoroughfare Type ——— **ST-57-20**

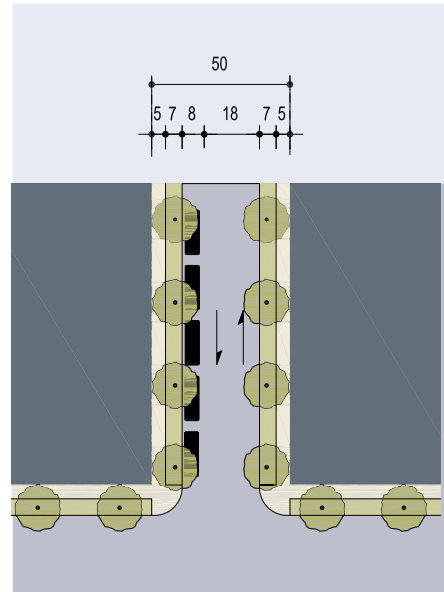
Right of Way Width ———

Pavement Width ———

Rear Lane: RL
 Rear Alley: RA
 Road: RD
 Street: ST
 Commercial Street: CS
 Avenue: AV
 Boulevard: BV
 Drive: DR
 Path: PT
 Passage: PS

**ST-40-19**

Thoroughfare Type	Street
Transect Zone Assignment	T5, T6
Right-of-Way Width	40 feet
Pavement Width	19 feet
Movement	Slow Movement
Design Speed	20 MPH
Traffic Lanes	1 lane, one way
Parking Lanes	One side @ 7 feet marked
Pavement Radius	15 feet
Walkway Type	13/8 foot Sidewalk
Planter Type	4x4 tree well
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

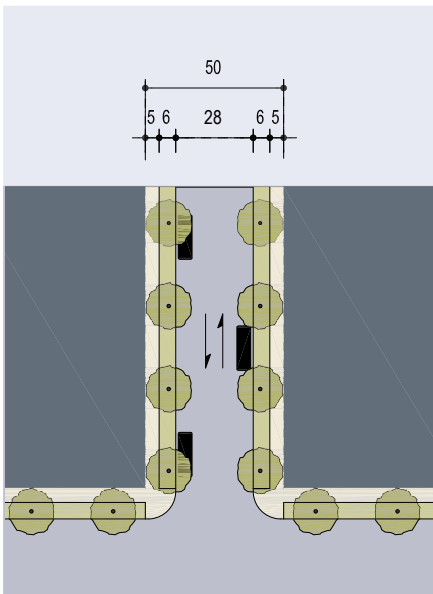
**ST-50-26**

Thoroughfare Type	Street
Transect Zone Assignment	T4, T5, T6
Right-of-Way Width	50 feet
Pavement Width	26 feet
Movement	Free Movement
Design Speed	20 MPH
Traffic Lanes	2 lanes
Parking Lanes	One side @ 8 feet marked
Pavement Radius	10 feet
Walkway Type	5 foot Sidewalk
Planter Type	7 foot continuous Planter
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

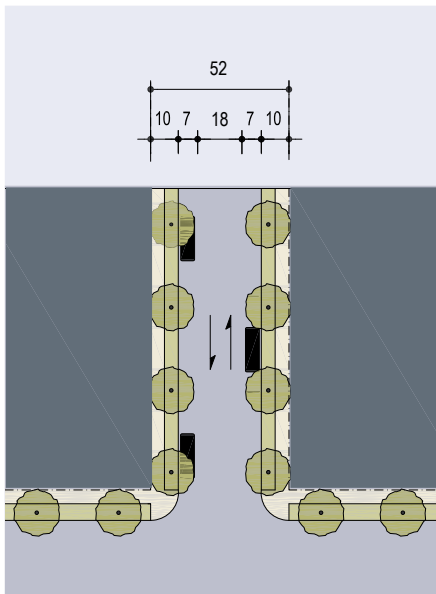
KEY		ST-57-20
Thoroughfare Type		↑
Right of Way Width		↑
Pavement Width		↑

Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Traffic Lanes	
Parking Lanes	
Pavement Radius	
Walkway Type	
Planter Type	
Curb Type	
Planting Type	



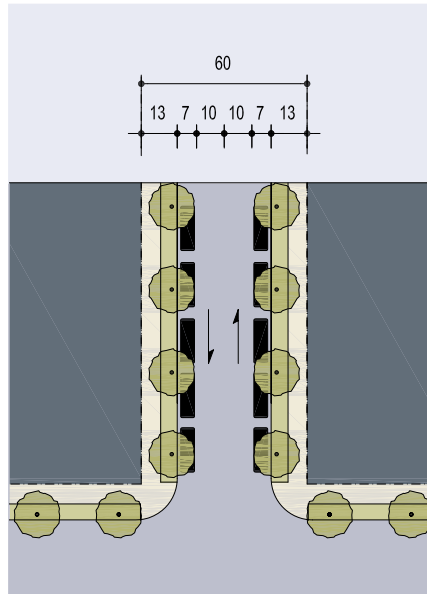
ST-50-28
Street
T4, T5, T6
50 feet
28 feet
Yield Movement
20 MPH
2 lane
Both sides @ 8 feet unmarked
10 feet
5 foot Sidewalk
6 foot continuous Planter
Curb
Trees at 30 feet o.c. Avg.



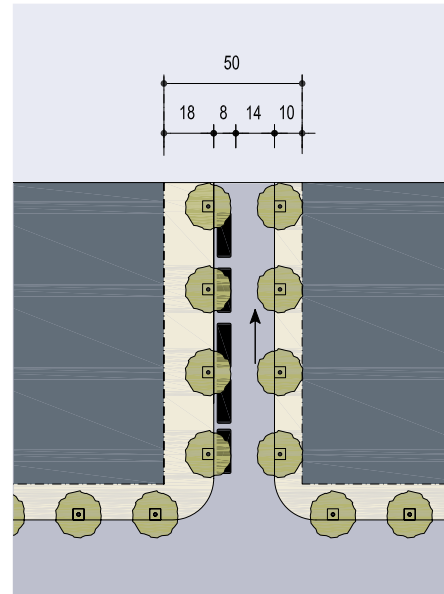
ST-52-32
Street
T3, T4
52 feet
32 feet
Slow Movement
20 MPH
2 lanes
Both sides @ 7 feet unmarked
10 feet
5 foot Sidewalk
5 foot continuous Planter
Curb
Trees at 30 feet o.c. Avg.

KEY		ST-57-20
Thoroughfare Type		↑
Right of Way Width		↑
Pavement Width		↑

Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

**ST-60-34**

Thoroughfare Type	Street
Transect Zone Assignment	T3, T4, T5
Right-of-Way Width	60 feet
Pavement Width	34 feet
Movement	Slow Movement
Design Speed	20 MPH
Traffic Lanes	2 lanes
Parking Lanes	Both Sides @ 7 feet marked
Pavement Radius	15 feet
Walkway Type	6 foot Sidewalk
Planter Type	7 foot continuous Planter
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

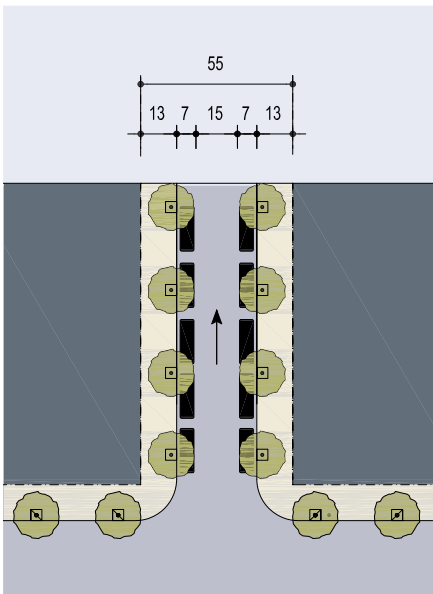
**CS-50-22**

Thoroughfare Type	Commercial Street
Transect Zone Assignment	T5, T6
Right-of-Way Width	50 feet
Pavement Width	22 feet
Movement	Slow Movement
Design Speed	20 MPH
Traffic Lanes	1 lane, one way
Parking Lanes	One side @ 8 feet marked
Pavement Radius	15 feet
Walkway Type	18/10 foot Sidewalk
Planter Type	4x4 tree well
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

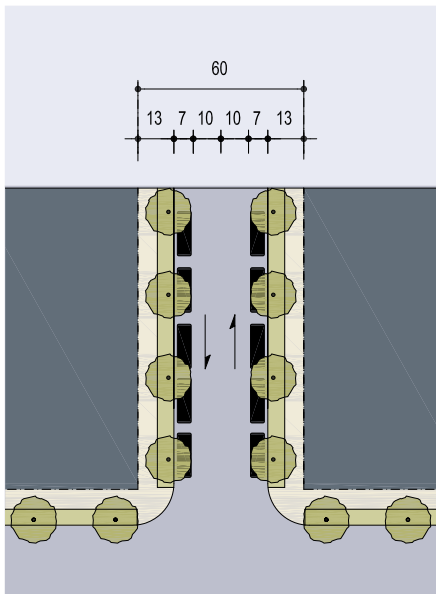
KEY		ST-57-20
Thoroughfare Type		↑
Right of Way Width		↑
Pavement Width		↑

Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Traffic Lanes	
Parking Lanes	
Pavement Radius	
Walkway Type	
Planter Type	
Curb Type	
Planting Type	



CS-55-29
Commercial Street
T5, T6
55 feet
29 feet
Slow Movement
20 MPH
1 lane, one way
Both sides @ 7 feet marked
15 feet
13 foot Sidewalk
4x4 tree well
Curb
Trees at 30 feet o.c. Avg.



CS-60-34
Commercial Street
T5, T6
60 feet
34 feet
Slow Movement
20 MPH
2 lanes
Both sides @ 7 feet marked
10 feet
13 foot Sidewalk
4x4 tree well
Curb
Trees at 30 feet o.c. Avg.

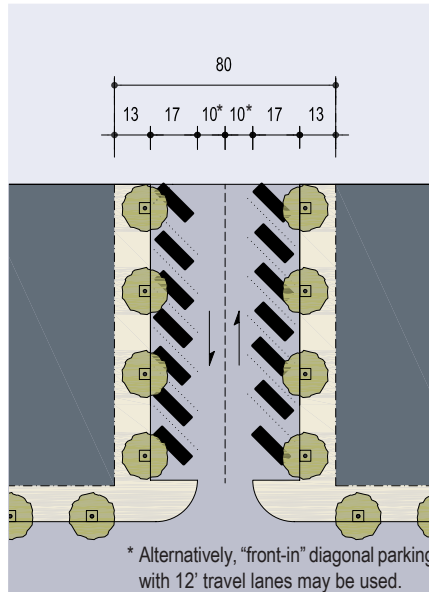
KEY

Thoroughfare Type ——— **ST-57-20**

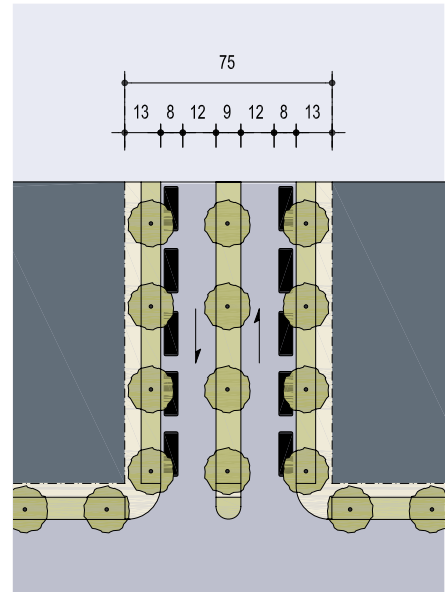
Right of Way Width ———

Pavement Width ———

Rear Lane: RL
 Rear Alley: RA
 Road: RD
 Street: ST
 Commercial Street: CS
 Avenue: AV
 Boulevard: BV
 Drive: DR
 Path: PT
 Passage: PS

**CS-80-54**

Thoroughfare Type	Commercial Street
Transect Zone Assignment	T5, T6
Right-of-Way Width	80 feet
Pavement Width	54 feet
Movement	Slow Movement
Design Speed	25 MPH
Traffic Lanes	2 lanes
Parking Lanes	Both sides angled @ 17 feet marked
Pavement Radius	10 feet
Walkway Type	13 foot Sidewalk
Planter Type	4x4 tree well
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

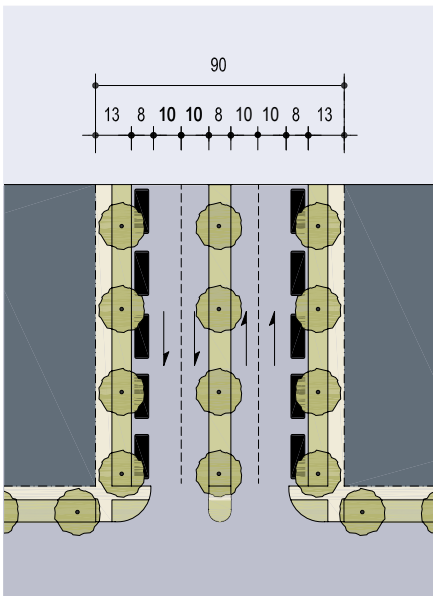
**AV-75-40**

Thoroughfare Type	Avenue
Transect Zone Assignment	T3, T4, T5
Right-of-Way Width	75 feet
Pavement Width	40 feet total
Movement	Slow Movement
Design Speed	25 MPH
Traffic Lanes	2 lanes
Parking Lanes	Both sides @ 8 feet marked
Pavement Radius	10 feet
Walkway Type	6 foot Sidewalk
Planter Type	7 foot continuous Planter
Curb Type	Curb or Swale
Planting Type	Trees at 30 feet o.c. Avg.

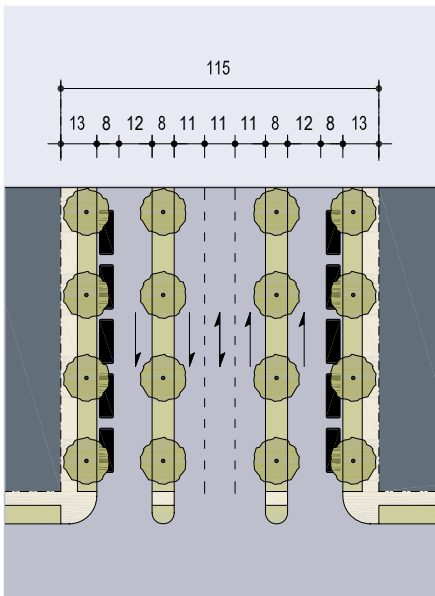
KEY		ST-57-20
Thoroughfare Type		↑
Right of Way Width		↑
Pavement Width		↑

Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

Thoroughfare Type	
Transect Zone Assignment	
Right-of-Way Width	
Pavement Width	
Movement	
Design Speed	
Traffic Lanes	
Parking Lanes	
Pavement Radius	
Walkway Type	
Planter Type	
Curb Type	
Planting Type	



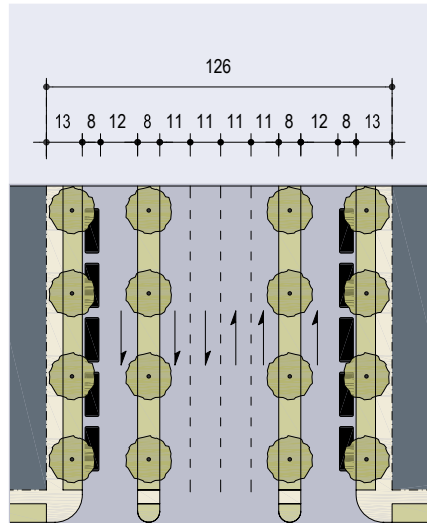
AV-90-56
Avenue
T3, T4, T5
90 feet
56 feet total
Slow Movement
25 MPH
4 lanes
Both sides @ 8 feet marked
10 feet
6 foot Sidewalk
7 foot continuous Planter
Curb or Swale
Trees at 30 feet o.c. Avg.



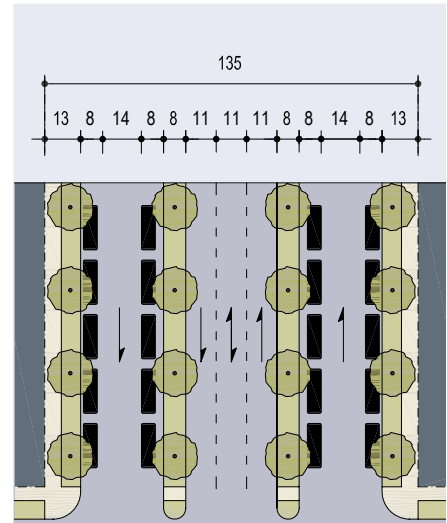
BV-115-33
Boulevard
T5, T6
115 feet
20 feet - 33 feet - 20 feet
Free Movement (inner lanes)
35 MPH
3 lanes, one turning lane & two one-way slip roads
8 feet
10 feet
6 foot Sidewalk
7 foot continuous Planter
Curb
Trees at 30 feet o.c. Avg.

KEY		ST-57-20
Thoroughfare Type		↑
Right of Way Width		↑
Pavement Width		↑

Rear Lane:	RL
Rear Alley:	RA
Road:	RD
Street:	ST
Commercial Street:	CS
Avenue:	AV
Boulevard:	BV
Drive:	DR
Path:	PT
Passage:	PS

**BV-126-44**

Thoroughfare Type	Boulevard
Transect Zone Assignment	T5, T6
Right-of-Way Width	126 feet
Pavement Width	20 feet - 44 feet - 20 feet
Movement	Free Movement (inner lanes)
Design Speed	35 MPH
Traffic Lanes	4 lanes & two one-way slip roads
Parking Lanes	8 feet
Pavement Radius	10 feet
Walkway Type	6 foot Sidewalk
Planter Type	7 foot continuous Planter
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

**BV-135-33**

Thoroughfare Type	Boulevard
Transect Zone Assignment	T5, T6
Right-of-Way Width	135 feet
Pavement Width	30 feet - 33 feet - 30 feet
Movement	Free Movement
Design Speed	35 MPH
Traffic Lanes	3 lanes, one turning lane & two one-way slip roads
Parking Lanes	8 feet
Pavement Radius	10 feet
Walkway Type	6 foot Sidewalk
Planter Type	7 foot continuous Planter
Curb Type	Curb
Planting Type	Trees at 30 feet o.c. Avg.

TABLE 3A. THOROUGHFARE ASSEMBLIES (CONT.)

LEANDER SMARTCODE

KEY		ST-57-20-BL
Thoroughfare Type		↑
Right of Way Width		└─┘
Pavement Width		└─┘
Transportation		└─┘
THOROUGHFARE TYPES		
Rear Lane:	RL	
Rear Alley:	RA	
Road:	RD	
Street:	ST	
Commercial Street:	CS	
Avenue:	AV	
Boulevard:	BV	
Drive:	DR	
Path:	PT	
Passage:	PS	
BIKEWAY TYPES		
Bicycle Trail (Shared Use):	BT	
Bicycle Path (Shared Use):	BP	
Bicycle Lane:	BL	
Conventional	BLC	
Buffered	BLB	
Buffered - Two-Way	BLB2	
Physically Separated	BLP	
Shoulder	BLS	
With Bicycle Box	BLX	
Shared Vehicular Lane:	SL	
Bicycle Boulevard:	BB	
ASSEMBLY DESIGNATION		
Thoroughfare Type		
Right-of-Way Width		
Pavement Width		
Transect Zone Assignment		
PUBLIC FRONTAGE		
Drainage Type		
Turning Radius		
Walkway Type		
Planter Type		
Landscape Type		
Median Width		
VEHICULAR LANES		
Traffic Lane Width		
Parking Lane Width		
Design Speed		
Pedestrian Crossing Time		
BIKEWAY TYPE		
Riding Surface Width		
Movement		
Intersection Treatment		
Bicycle Parking		
TRANSITWAY TYPE		

AV-84-56-BLX	
Avenue with Bicycle Lane with Bicycle Box	
84 feet	
56 feet	
(retrofit) T3, T4, T5	
4" raised Curb	
10 feet.	
14 foot Sidewalk both sides	
6 foot tree wells	
trees at 30 feet o.c. avg.	
10 feet.	
10 feet, turn lane 10 feet	
both sides @ 8 feet marked	
35 mph	
16 seconds	
BLX - Bicycle Lane with Bicycle Box	
5 feet with 14' deep box	
with traffic	
signalized, Bicycle Box	
rack, Bicycle Shelter, Bicycle Locker, Bicycle Station	
None	

CS-104-76-BLB	
Commercial Street with Buffered Bicycle Lanes	
104 feet	
76 feet	
(retrofit) T5, T6	
4" raised Curb	
10 feet	
14 foot Sidewalk both sides	
6 foot tree wells	
tree wells 30' o.c. avg.	
n/a	
10 feet	
both sides @ 7 feet marked	
above 35 mph	
24 seconds	
BLB - Buffered Bicycle Lane	
5 feet with 4' striped buffer and 2' Shy Zone	
with traffic	
signalized, Peg-a-Track, colored, Bicycle Box, Bicycle Inductor Loops	
rack, Bicycle Shelter, Bicycle Locker, Bicycle Station	
None	

KEY Thoroughfare Type  Right of Way Width  Pavement Width  Transportation 	ST-57-20-BL 	
	THOROUGHFARE TYPES Rear Lane: RL Rear Alley: RA Road: RD Street: ST Commercial Street: CS Avenue: AV Boulevard: BV Drive: DR Path: PT Passage: PS BIKEWAY TYPES Bicycle Trail (Shared Use): BT Bicycle Path (Shared Use): BP Bicycle Lane: Conventional: BLC Buffered: BLB Buffered - Two-Way: BLB2 Physically Separated: BLP Shoulder: BLS With Bicycle Box: BLX Shared Vehicular Lane: SL Bicycle Boulevard: BB	
ASSEMBLY DESIGNATION	CS-98-70-BLP	DR-68-40-BLB2
Thoroughfare Type	Commercial Street with Physically-Sep. Bicycle Lane	Drive with 2-Way Buffered Bicycle Lane
Right-of-Way Width	98 feet	68 feet
Pavement Width	70 feet	40 feet
Transect Zone Assignment	(retrofit) T5, T6	(retrofit) T4, T5, T6
PUBLIC FRONTAGE		
Drainage Type	4" raised Curb	4" raised Curb
Turning Radius	10 feet.	10 feet
Walkway Type	14 foot Sidewalk both sides	14 foot Sidewalk both sides
Planter Type	6 foot tree wells	6 foot tree wells
Landscape Type	trees at 30 feet o.c. avg.	tree wells 30' o.c. avg
Median Width	n/a	n/a
VEHICULAR LANES		
Traffic Lane Width	10 feet	10 feet
Parking Lane Width	both sides @ 7 feet marked	one side @ 7 feet marked
Design Speed	35 mph	30 mph
Pedestrian Crossing Time	20 seconds	12 seconds
BIKEWAY TYPE	BLP - Physically-Separated Bicycle Lane (Cycle Track)	BLB2 - Two-Way Buffered Bicycle Lane
Riding Surface Width	6 feet with 2 ft barrier	5 feet each way with 3 ft striped buffer
Movement	with traffic	dual direction
Intersection Treatment	signalized, Peg-a-Track, colored	signalized, Peg-a-Track, colored, Bicycle Box, Bicycle Inductor Loops
Bicycle Parking	rack, Bicycle Shelter, Bicycle Locker, Bicycle Station	rack, Bicycle Shelter, Bicycle Locker, Bicycle Station
TRANSITWAY TYPE	None	None

Table 3B: Vehicular Lane Dimensions. This table provides information for the design of Thoroughfare Assemblies, if any are needed to supplement Table 3A. Appropriate lane widths for desired vehicle speeds are assigned by Transect Zone. The desired vehicle speed in a given context is known as the Design Speed, which may be different from the posted speed limit. Complete new assemblies (Vehicular Lanes and Public Frontage) created from Table 3B, Table 3C, Table 3D, and/or Table 3E are subject to review by Warrant. Specific requirements for trucks and buses shall be decided by Warrant.

DESIGN SPEED	TRAVEL LANE WIDTH	T1	T2	T3	T4	T5	T6
Below 20 mph	8 feet	■	■	■	□		
20-25 mph	9 feet	■	■	■	■	□	□
25-35 mph	10 feet	■	■	■	■	■	■
25-35 mph	11 feet	■	■			■	■
Above 35 mph	12 feet	■	■			■	■

■ BY RIGHT

□ BY WARRANT

DESIGN SPEED	PARKING LANE WIDTH						
20-25 mph	(Angle) 18 feet					■	■
20-25 mph	(Parallel) 7 feet				■		
25-35 mph	(Parallel) 8 feet			■	■	■	■
Above 35 mph	(Parallel) 9 feet					■	■

DESIGN SPEED	EFFECTIVE TURNING RADIUS (SEE TABLE 8A)						
Below 20 mph	5-10 feet			■	■	■	■
20-25 mph	10-15 feet	■	■	■	■	■	■
25-35 mph	15-20 feet	■	■	■	■	■	■
Above 35 mph	20-30 feet	■	■			□	□

Table 3C: Vehicular Lane/Parking Assemblies. This table provides elements of Thoroughfare Assemblies, if any are needed to supplement Table 3A. Projected design speeds determine the lane widths and turning radii for different Transect Zones. Complete new assemblies (Vehicular Lanes and Public Frontage) created from Table 3B, Table 3C, Table 3D, and/or Table 3E are subject to review by Warrant.

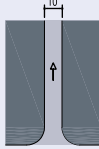
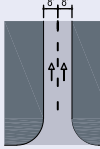
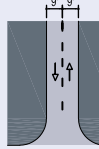
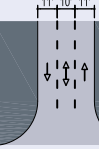
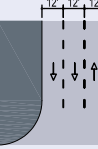
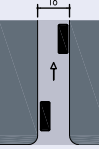
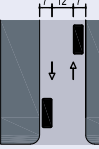
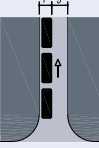
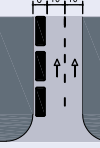
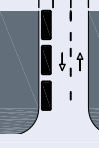
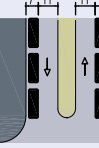
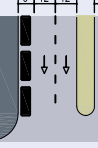
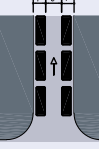
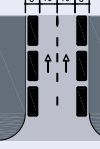
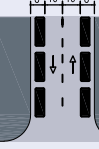


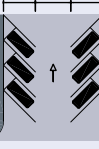
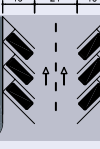
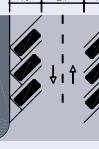
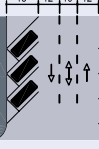
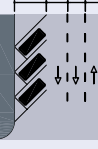
	ONE WAY →		→ TWO WAY		
a. NO PARKING	T1 T2 T3	T1 T2 T3	T1 T2 T3	T1 T2	T1 T2
					
Design ADT	300 VPD	600 VPD	2,500 VPD	22,000 VPD	36,000 VPD
Design Speed	20 - 30 MPH	Below 20 MPH	20-25 MPH	35 MPH and above	35 MPH and above
b. YIELD PARKING	T3 T4		T3 T4		
					
Design ADT	1,000 VPD		1,000 VPD		
Design Speed	Below 20 MPH		Below 20 MPH		
c. PARKING ONE SIDE PARALLEL	T3 T4	T3 T4 T5	T4 T5	T4 T5 T6	T5 T6
					
Design ADT	5,000 VPD	18,000 VPD	16,000 VPD	15,000 VPD	32,000 VPD
Design Speed	20-30 MPH	20-30 MPH	25-30 MPH	25-30 MPH	
d. PARKING BOTH SIDES PARALLEL	T4	T4 T5 T6	T4 T5 T6	T5 T6	T5 T6
					
Design ADT	8,000 VPD	20,000 VPD	15,000 VPD	22,000 VPD	32,000 VPD
Design Speed	Below 20 MPH	25-30 MPH	25-30 MPH	25-30 MPH	35 MPH and above
e. PARKING BOTH SIDES DIAGONAL	T5 T6	T5 T6	T5 T6	T5 T6	T5 T6
					
Design ADT	18,000 VPD	20,000 VPD	15,000 VPD	22,000 VPD	31,000 VPD
Design Speed	Below 20 MPH	20-25 MPH	20-25 MPH	25-30 MPH	25-30 MPH

Table 3D: Public Frontages - General. The Public Frontage is the area between the private lot line and the edge of the vehicular lanes. This table provides information for the design Thoroughfare Assemblies, if any are needed to supplement Table 3A, as well as support for the Table 3A assemblies, where dimensions are given. Complete new assemblies (Public Frontage and Vehicular Lanes) created from Table 3B, Table 3C, Table 3D, and/or Table 3E are subject to review by War-rant.

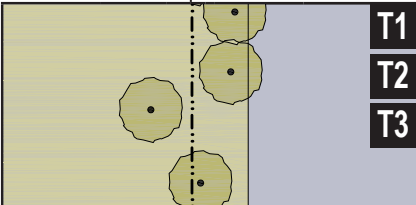
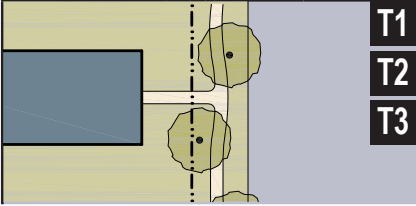
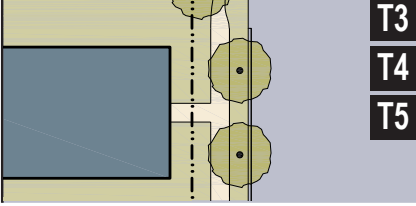
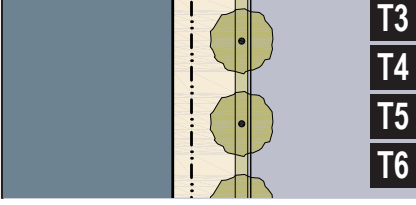
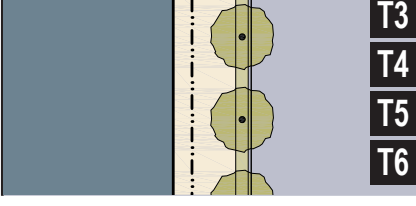
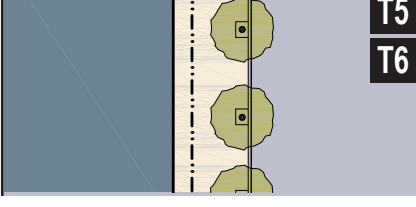
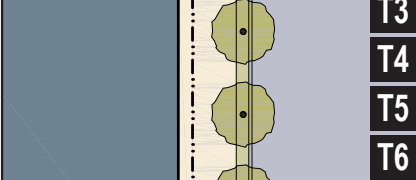
	LOT PRIVATE FRONTAGE	R.O.W. PUBLIC FRONTAGE	
a. Highway (HW): this frontage has no parking, open swales drained by percolation, landscaping that consists of the natural condition or trees of multiple species arrayed in naturalistic clusters, bicycle trails, and buildings are buffered by distance or berms.		T1 T2 T3	
b. Road (RD): this frontage has parallel parking in T3, open swales drained by percolation, landscaping that consists of trees of multiple species arrayed in naturalistic clusters, and may have a walking path or bicycle trail along one or both sides.		T1 T2 T3	
c. Street (ST): this frontage has parking on one or both sides, raised curbs drained by inlets, individual or continuous planters, landscaping that consists of street trees of a single or alternating species aligned in a regularly spaced alley, with the exception that streets with a right-of-way (R.O.W.) width of 40 feet or less are exempt from tree requirements, and sidewalks.		T3 T4 T5	
d. Drive (DR): this frontage has raised curbs drained by inlets, individual or continuous planters, landscaping that consists of street trees of a single or alternating species aligned in a regularly spaced alley, and a wide sidewalk or paved path along one side, related to a greenway or waterfront.		T3 T4 T5 T6	
e. Avenue (AV): this frontage has parking on both sides, raised curbs drained by inlets, a narrow continuous planter, landscaping that consists of a single tree species aligned in a regularly spaced alley, and wide sidewalks.		T3 T4 T5 T6	
f. Commercial Street or Avenue (CS) (AV): this frontage has parking on both sides, raised curbs drained by inlets, separate tree wells with grates, landscaping that consists of a single tree species aligned with regular spacing where possible, adjusted for shopfront entrances, and very wide sidewalks along both sides.		T5 T6	
g. Boulevard (BV): this frontage has side drives on both sides, raised curbs drained by inlets, planters, landscaping that consists of double rows of a single tree species aligned in a regularly spaced alley, and sidewalks along both sides.		T3 T4 T5 T6	

Table 3E: Public Frontages - Specific. This table provides elements of future Thoroughfare Assemblies, if any are needed to supplement Table 3A. It illustrates types and dimensions for **Curbs**, **Walkways**, and **Planters**. Row (a.) assembles the elements pictured in the rows below it. Complete new assemblies (Vehicular Lanes and Public Frontage) created from Table 3B, Table 3C, Table 3D, and/or Table 3E are subject to review by Warrant.


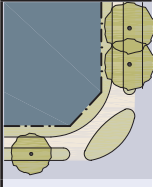
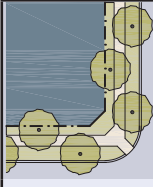
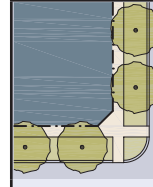
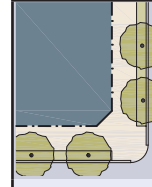

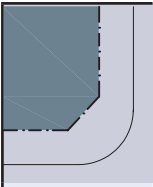
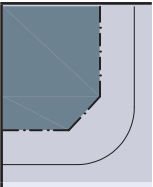
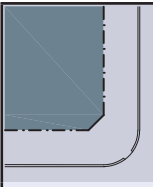
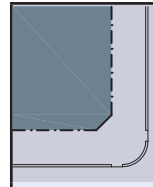
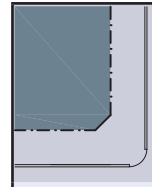
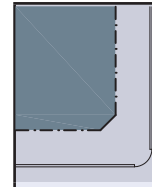
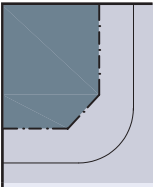
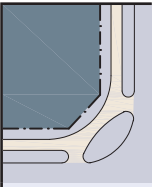
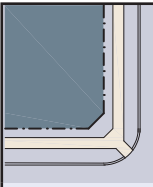
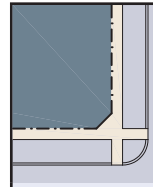
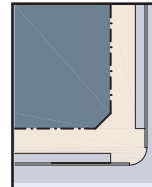
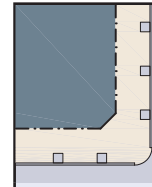
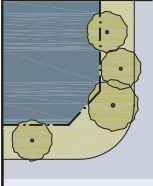
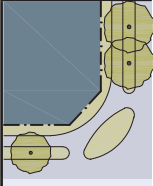
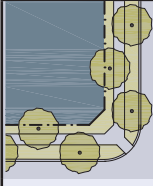
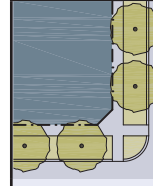
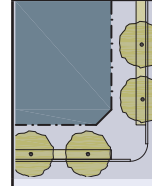
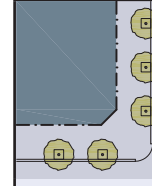
TRANSECT ZONE Public Frontage Type	T1 T2 T3 HW & RD	T1 T2 T3 RD & ST	T3 T4 ST, DR & AV	T4 T5 ST, DR, AV & BV	T5 T6 CS, DR, AV & BV	T5 T6 CS, DR, AV & BV
a. Assembly The principal variables are the type and dimension of Curbs , Walkways , Planters , Land- scape and Lighting . Total Width	 16-24 feet	 12-24 feet	 12-18 feet	 12-18 feet	 18-24 feet	 18-30 feet
b. Curb The detailing of the edge of the vehicular pavement, incorporating drainage. Type Pavement Radius	 Open Swale 10-30 feet	 Open Swale 10-30 feet	 Raised Curb 5-20 feet	 Raised Curb 5-20 feet	 Raised Curb 5-20 feet	 Raised Curb 5-20 feet
c. Walkway The surface dedicated exclusively to pedestrian activity. Type Width	 Path Optional n/a	 Path 4-8 feet	 Sidewalk 4-8 feet	 Sidewalk 4-8 feet	 Sidewalk 12-20 feet	 Sidewalk 12-30 feet
d. Planter The layer that accommodates trees and other landscape. Arrangement Species Planter Type Planter Width	 Clustered Multiple Continuous Swale 8-16 feet	 Clustered Multiple Continuous Swale 8-16 feet	 Regular Alternating Continuous Planter 8-12 feet	 Regular Single Continuous Planter 8-12 feet	 Regular Single Continuous Planter 4-6 feet	 Opportunistic Single Tree Well 4-6 feet
e. Public Planting	See Table 3G		See Table 3G		See Table 3G	
f. Public Lighting	See Table 3H		See Table 3H		See Table 3H	

Table 3F: Civic Space. This table indicates the general character of public open space appropriate for each Transect Zone and provides some basic standards.


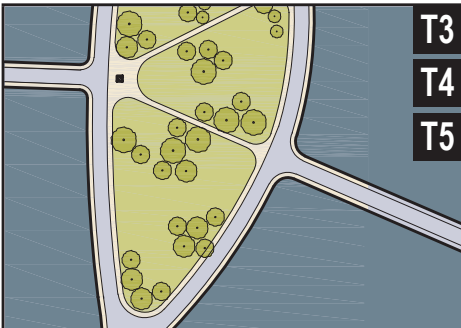
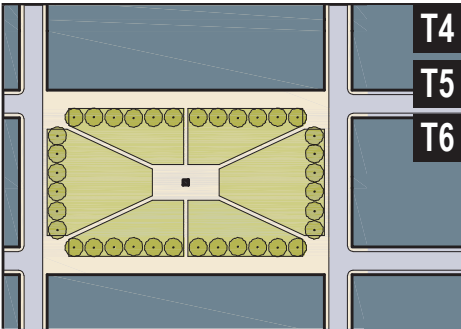
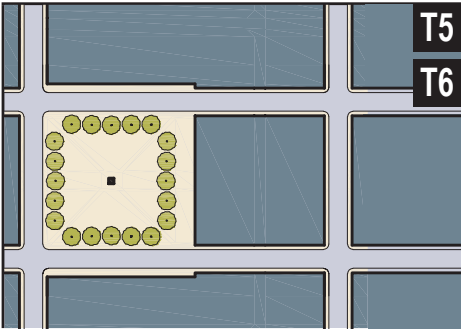
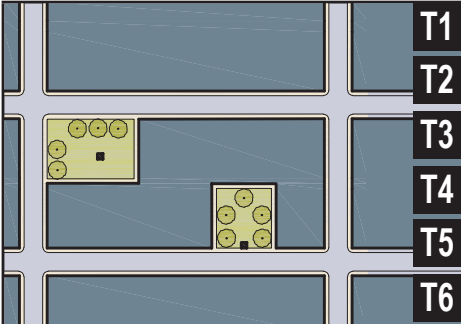
<p>a. Park: a natural preserve available for unstructured recreation. A park may be independent of surrounding building frontages. Its landscape shall consist of paths and trails, meadows, waterbodies, woodland and open shelters, all naturalistically disposed. Parks may be lineal greenways, following the trajectories of natural corridors. The minimum size shall be 8 acres. Larger parks may be considered as Special Districts by Warrant in all zones.</p>	
<p>b. Green: an open space available for unstructured recreation. A green may be spatially defined by landscaping rather than building frontages. Its landscape shall consist of lawn and trees, naturalistically disposed. The minimum size shall be 1/2 acre and the maximum shall be 8 acres.</p>	
<p>c. Square: an open space available for unstructured recreation and civic purposes. A square is spatially defined by building frontages. Its landscape shall consist of paths, lawns and trees, formally disposed. Squares should be located at the intersection of important thoroughfares. The minimum size shall be 1/2 acre and the maximum shall be 5 acres.</p>	
<p>d. Plaza: an open space available for civic purposes and commercial activities. A plaza shall be spatially defined by building frontages. Its landscape shall consist primarily of pavement. Trees are optional. Plazas should be located at the intersection of important streets. The minimum size shall be 1/2 acre and the maximum shall be 2 acres.</p>	
<p>e. Playground: an open space designed and equipped for the recreation of children. A playground should be fenced and may include an open shelter. Playgrounds shall be interspersed within residential areas and may be placed within a block. Playgrounds may be included within parks and greens. There shall be no minimum or maximum size.</p>	
<p>f. Pocket Park: a small open space suitable for socializing, eating and resting. Pocket parks shall be equipped with benches and plantings, with tables and public art optional. They may be placed alongside thoroughfares or as intimate spaces within blocks, but should be visible from a thoroughfare. The maximum size shall be one half (1/2) acre.</p>	

Table 3G: Public Planting. This table provides tree shapes appropriate to thoroughfare types and Transect Zones. Specific trees and shrubs appropriate for the bioregion should be selected from the preferred plant list maintained by the Planning Department or the Grow Green Guide for Native and Adaptive Landscape Plants published by the City of Austin Watershed Protection and Texas A&M AgriLife Extension, as amended from time to time.





























	T1 T2 T3	T3 T4	T5 T6	T5 T6
Thoroughfare Type	HW & RD	ST, DR, AV & BV	ST, DR, AV & BV	CS
Columnar 				
Oval 				
Rounded 				
Conical 				
Spreading 				
Vase 				

Table 3H: Public Lighting. Lighting varies in the character of the fixture according to the Transect. This table shows five common types. All lighting in vehicular thoroughfares, parking lots, and civic spaces shall be incandescent, fluorescent, halogen, natural gas elements, metal halide, or LED. High-pressure sodium is permitted only in temporary parking lots. Fixtures shall be full cut-off fixtures, directing light downwards. Street light specifications are maintained by the City Engineer.

	T1	T2	T3	T4	T5	T6	SD
Cobra Head 	■						■
Pipe 	■	■	■				
Post 		■	■	■			
Column 			■	■	■		
Double Column 					■	■	

4.1 INSTRUCTIONS

- 4.1.1 Chapter 4 is available by right for New Communities in the S1 General Sector, S2 Station Sector, and S3 Old Town Sector as listed in Chapter 2. It shall be used in conjunction with Chapter 3 Thoroughfares and Civic Spaces.
- 4.1.2 New Community applications submitted in accordance with the provisions of this Code, for the appropriate Sector and requiring no Exceptions, shall be processed administratively.
- 4.1.3 Concept Plans shall include graphic representations of the following elements:
 - a. Boundaries of the Community Unit(s) and the Pedestrian Shed(s)
 - b. The location and type of existing and proposed major thoroughfares
 - c. The general location of the Transect Zones (and subzones if any)
 - d. The acreage of each Transect Zone and the percent of each Transect Zone relative to the total
 - e. The Civic Space requirements of Section 3.4.
- 4.1.4 Concept Plans may overlap Sectors, but such plans shall follow the Community Unit standards of the Sector containing the greater land area.
- 4.1.5 Preliminary Plats may be submitted after approval of a Concept Plan and shall include one or more maps showing the following for each Community Unit in the plan area, in compliance with the Thoroughfare and Civic Space standards of Chapter 3 and the New Community standards of Chapter 4:
 - a. Specific boundaries of Transect Zones (and subzones, if any)
 - b. Civic Zones including Parks and Open Spaces
 - c. Thoroughfare network with block lengths and Thoroughfare Assemblies assigned
 - d. Waste, Wastewater, and Drainage utilities
 - e. Lot lines
 - f. Special Districts, if any
 - g. Special Requirements, if any
 - h. Warrants or Exceptions, if any

4.2 SEQUENCE OF COMMUNITY DESIGN

- 4.2.1 The site shall be structured using one or several Pedestrian Sheds, which should be located according to existing conditions, such as traffic intersections, adjacent developments, and natural features. The site, or any Community Unit within it, may be smaller or larger than its Pedestrian Shed, except for CLD, which shall be smaller.
- 4.2.2 Pedestrian Shed boundaries are not included on an adopted Transect Map and are not themselves regulatory.
- 4.2.3 The Community Unit boundaries may be adjusted to include land falling between or outside the Pedestrian Sheds, but the extent of each shall not exceed the acreage limit specified in Section 4.3 for the applicable Community Unit type.
- 4.2.4 Areas of Transect Zones shall be allocated within the boundaries of each Community Unit according to the percentage ranges for each type provided on Table 2A and Summary Table 7A. Previously approved Participating Parcels shall be included, as provided in Section 4.4.
- 4.2.5 Civic Zones shall be assigned according to Section 3.4.
- 4.2.6 Special Districts, if any, shall be assigned according to Section 4.7.
- 4.2.7 The Thoroughfare network shall be laid out according to Section 3.2 and Section

3.3.

- 4.2.8 Density shall be calculated according to Section 4.6.
- 4.2.9 Remnants of the site outside the Community Unit(s) shall be assigned to Transect Zones or Civic Space by Warrant, or considered for Special District by Exception.
- 4.2.10 Detail the plan using the Special Requirements described in Section 4.8, if applicable.
- 4.2.11 Incorporate the incentives available according to Section 1.6, if applicable.

4.3 COMMUNITY UNITS

4.3.1 CLUSTERED LAND DEVELOPMENT (CLD)

- a. A CLD shall be permitted within the CD Sector as an option.
- b. A CLD shall fall within a Standard Pedestrian Shed and shall consist of no fewer than 20 acres and no more than 60 acres.
- c. A CLD shall include Transect Zones as allocated on Table 2A and Summary Table 7A. 30% minimum of the Community Unit shall be permanently allocated to the T1 Natural Zone and/or the T2 Rural Zone.
- d. Larger sites shall be designed and developed as multiple Community Units, each subject to the individual Transect Zone requirements for its type as allocated on Table 2A and Summary Table 7A. The simultaneous planning of adjacent parcels is encouraged.

4.3.2 TRADITIONAL NEIGHBORHOOD DEVELOPMENT (TND)

- a. A TND shall be the only form of development permitted within the S1 General Sector, and shall be permitted within the CD Sector as an option.
- b. A TND shall be structured by one Standard Pedestrian Shed or one Linear Pedestrian Shed and shall consist of no fewer than 40 acres and no more than 160 acres.
- c. A TND shall include Transect Zones as allocated on Table 2A and Summary Table 7A.
- d. Larger sites shall be designed and developed as multiple Community Units, each subject to the individual Transect Zone requirements for its type as allocated on Table 2A and Summary Table 7A. The simultaneous planning of adjacent parcels is encouraged.

4.3.3 REGIONAL CENTER DEVELOPMENT (RCD)

- a. An RCD shall be the only form of development permitted within the S2 Station Sector.
- b. An RCD shall be structured by one Standard Pedestrian Shed, one Linear Pedestrian Shed, or one Long Pedestrian Shed and shall consist of no fewer than 60 acres and no more than 640 acres.
- c. An RCD shall include Transect Zones as allocated on Table 2A and Summary Table 7A.
- d. For larger sites that cross into the S1 General Sector, an RCD may be adjoined without buffer by one or more TNDs, each subject to the individual Transect Zone requirements for TND as allocated on Table 2A and Summary Table 7A. The simultaneous planning of adjacent parcels is encouraged.

4.4 PARTICIPATING PARCELS

- 4.4.1 The owner of a parcel smaller than the minimum acreage required for a Community Unit within the S1 Sector or S2 Sector may submit a Concept Plan for a Community Unit for the Pedestrian Shed containing the parcel, and may request the allocation

of one or more Transect Zones for the Participating Parcel based on (1) the location of the parcel and (2) the permitted allocation percentages within the requested Community Unit.

- 4.4.2 If a landowner owns multiple parcels within a Community Unit, all of the parcels shall be included in the Concept Plan.
- 4.4.3 Participating Parcel Concept Plans shall follow the process for a zoning ordinance amendment as defined in the Composite Zoning Ordinance.
- 4.4.4 Upon approval by the City Council, the assigned Transect Zone(s) for the Participating Parcel (only) shall be recorded on the Transect Map, replacing the Sector designation for that parcel. For future Participating Parcel or New Community applications within the Concept Plan area, at the discretion of the Planning Director, the boundaries may be adjusted up to 20% by land area relative to the original size, and/or, after boundary adjustment, the location of the center of the full Community Unit may be moved up to 20% relative to the new boundaries, provided that the Community Unit is still compliant with Section 4.2.
- 4.4.5 Within the established Pedestrian Shed of a previously approved Participating Parcel, further Participating Parcel applications shall complement, in their allocation calculations, the Transect Zones of the other Participating Parcels, i.e., the portions of the Transect Map that already occupy their plan area.

4.5 TRANSECT ZONES

- 4.5.1 Transect Zones shall be composed of the urban design elements generally described in Table 1C, prescribed throughout this Code, and shown on Summary Table 7A.
- 4.5.2 Lot and Building standards for the individual Transect Zones T3, T4, T5, and T6 are provided on Table 7B, Table 7C, Table 7D, and Table 7E respectively.
- 4.5.3 Subzones of Transect Zones (e.g., T3.1, T3.2) shall be permitted for creating distinctions within Transect Zones, as long as their minimum and maximum metric standards and permitted types do not exceed the standards of the main Transect Zone. Subzones are counted along with the main Transect Zone for allocation percentages. Subzones shall support the Intent of this Code.
- 4.5.4 An assignment of a Transect Zone to allow a different Function level (e.g., from Restricted to Limited) than that provided on Table 6E shall be subject to review by Exception.

4.6 DENSITY CALCULATIONS

- 4.6.1 The permitted Residential Density of each Transect Zone shall be calculated in terms of housing units (not including accessory units) as specified by Summary Table 7A. For purposes of density calculation, the Transect Zone areas include the private lots and thoroughfares but not land assigned to Civic Zones.

4.7 SPECIAL DISTRICTS

- 4.7.1 Special District designations shall be assigned to areas that, by their intrinsic size, function, or form, cannot conform to the requirements of any Transect Zone or combination of zones. Development standards for Special Districts shall be prepared in compliance with the requirements of the Composite Zoning Ordinance for a PUD and shall follow the process for approval of a PUD zoning ordinance amendment.

4.8 SPECIAL REQUIREMENTS

4.8.1 A Transect Map may designate any of the following Special Requirements:

- a. A differentiation of the thoroughfares as A-Streets or B-Streets. Lots along an A-Street shall be held to the highest standard of this Code in support of pedestrian activity. Lots along a B-Street may be considered for the following Warrants allowing automobile-oriented standards: driveways, drive-thru services, and/or one double-loaded row of head-in parking in the Private Frontage (80 feet maximum setback). The frontages assigned to B-Streets shall not exceed 30% of the total length of frontages within a Pedestrian Shed.
- b. Retail Frontage, requiring that a building provide a Shopfront at sidewalk level along the entire length of its Private Frontage. The Shopfront shall be no less 50% minimum glass between 2 and 12 feet above the sidewalk, and may be shaded by an awning overlapping the sidewalk as generally illustrated in Table 6C and specified in Chapter 6.
- c. Gallery Frontage, requiring that a building provide a permanent cover over the sidewalk, either cantilevered or supported by columns. The Gallery Frontage designation may be combined with a Retail Frontage designation.
- d. Arcade Frontage, requiring that a building overlap the sidewalk such that the first floor facade is an arcade or colonnade. The Arcade Frontage designation may be combined with a Retail Frontage designation.
- e. Coordinated Frontage, requiring that the Public Frontage (Table 3D) and Private Frontage (Table 6C) be coordinated as a single, coherent landscape and paving design.
- f. Terminated Vista location, requiring that the building be provided with architectural articulation of a type and character that responds visually to its axial location, as approved by the Planning Director.
- g. View Corridor, requiring that an existing view be maintained from the point(s) marked on the map, as approved by the Planning Director.
- h. Cross Block Passage, requiring that a minimum 8-foot-wide at-grade public pedestrian access be reserved between or through buildings.

5.1 INSTRUCTIONS

- 5.1.1 This chapter guides the planning of parcels larger than 10 acres that are suitable for infill and redevelopment in areas already regulated by a Transect Map within the Traditional Development Sectors S1, S2, or S3.
- 5.1.2 The Planning Director shall determine a Community Unit type based on existing conditions and intended evolution in the plan area. Community Units in already urbanized areas are not subject to the Transect Zone allocation percentage ranges of New Communities.
- 5.1.3 Concept Plans and Preliminary Plats for Infill & Redevelopment shall follow the application procedures for New Communities as set forth in Section 4.1, with the added requirement that all the existing Transect Zones be shown on the map, whether inside or outside the applicant parcel.
- 5.1.4 Infill & Redevelopment applications shall follow the process for a PUD zoning ordinance amendment as defined in the Composite Zoning Ordinance.
- 5.1.5 Within Old Town, for any area subject to an approved Infill & Redevelopment Plan, this Code becomes the exclusive and mandatory regulation and the Composite Zoning Ordinance is no longer available.

5.2 COMMUNITY UNITS

- 5.2.1 Infill & Redevelopment plans shall encompass or complete one or more of the following Community Unit types: Infill CLD, and Infill TND. The edges of the Community Unit should blend into adjacent neighborhoods without buffers, and new Transect Zones should complement and support existing Transect Zones in the same Pedestrian Shed.
- 5.2.2 An area smaller than the applicable Pedestrian Shed for the Community Unit may be regulated under this Code.
- 5.2.3 No Pedestrian Shed shall assign more than 50% of its area to the T3 zone.
- 5.2.4 **INFILL CLD (CLUSTERED LAND DEVELOPMENT)**
 - a. An Infill CLD consists of the T3 and the T4 zones, or the T4 zone alone. Infill CLDs are predominantly residential with small mixed-use centers. An Infill CLD shall be planned as part of a Standard Pedestrian Shed that includes one or more higher Transect Zones. The T1 zone and T2 zone are optional.
- 5.2.5 **INFILL TND (TRADITIONAL NEIGHBORHOOD DEVELOPMENT)**
 - a. An Infill TND consists of either the T3, T4, and T5 zones, or just the T4 and T5 zones. Infill TND should be assigned to neighborhoods that are predominantly residential with one or more mixed use corridors or centers. An Infill TND shall be planned as all or part of a Standard or Linear Pedestrian Shed oriented around one or more important mixed use corridors or centers. The T1 zone and T2 zone are optional.

5.3 TRANSECT ZONES

- 5.3.1 Transect Zone standards for Infill & Redevelopment are the same as those for New Communities under this Code. See Section 4.5.

5.4 CIVIC ZONES**5.4.1 GENERAL**

- a. An Infill & Redevelopment plan shall designate Civic Zones as either Civic Space (CS), Civic Buildings (CB), or both (CZ).
- b. Civic Zones may be considered by Warrant so long as they do not occupy more than a total of 20% of the area of each Pedestrian Shed. A Civic Zone requiring more than 20% of the Pedestrian Shed shall be subject to the creation of a Special District with its own standards, to be recorded on Table 7F.
- c. Parking maximums and locations for Civic Zones shall be determined by Warrant.

5.4.2 CIVIC SPACE (CS)

- a. Civic Spaces shall be generally designed as described in Table 3F.

5.4.3 CIVIC BUILDINGS (CB)

- a. Civic Buildings shall not be subject to the requirements of Chapter 6. The particulars of their placement and form shall be determined by Exception.
- b. Existing Civic Buildings in the plan area shall be inventoried and mapped as part of the Preliminary Plat. If there is no meeting hall in proximity to the main Civic Space of each Pedestrian Shed, a Civic Zone for it shall be reserved.
- c. Civic Building sites shall not occupy more than 20% of the area of each Pedestrian Shed.
- d. Civic Building sites shall be located within or adjacent to a Civic Space, or at the axial termination of a significant Thoroughfare.

5.5 SPECIAL REQUIREMENTS

- 5.5.1 An Infill & Redevelopment plan may designate any of the Special Requirements listed in Section 4.8.

5.6 SPECIAL DISTRICTS

- 5.6.1 Special District designations shall be assigned to areas that, by their intrinsic size, function, or form, cannot conform to the requirements of any Transect Zone or combination of zones. Standards for Special Districts shall be prepared in compliance with the requirements of the Composite Zoning Ordinance for a PUD and shall follow the process for approval of a PUD zoning ordinance amendment.

6.1 INSTRUCTIONS

- 6.1.1 Lots and buildings located in a Transect Zone of an adopted Transect Map shall be subject to the requirements of this Chapter, with the exception of the S3 Old Town Sector, where this Code and the Conventional Zoning Ordinance are both available for selection. Their standards shall not be mixed on the same lot except by Warrant. If this Code is selected, it becomes the sole and mandatory code for the lot.
- 6.1.2 Civic Buildings shall not be subject to the requirements of Chapter 6. The particulars of their placement and design shall be determined in a public process. The Planning Director shall determine what constitutes a Civic Building. A civic use that occurs in a building that is typical of the Transect Zone in which it is located shall be regulated by this Chapter.
- 6.1.3 Temporary buildings and temporary lot improvements of up to 180 days in duration shall be subject only to review by the Planning Director, providing they do not violate the standards or Intent of this Code.
- 6.1.4 An applicant, a landowner, or a developer may have Site Development plans prepared on his or her behalf.
- 6.1.5 Site Development plans shall be required before the issuance of a Building Permit. Site Development plans shall be reviewed by the Planning Director and other reviewing departments as determined by the City Manager.
- 6.1.6 The building codes adopted by the City e.g., plumbing, electrical, housing, fire, etc., governing construction of buildings shall remain in effect within the areas included in the Transect Map.
- 6.1.7 Site Development plan submittals shall show the following, in compliance with the standards described in Chapter 6:
- Building Placement
 - Building Form
 - Building Function
 - Parking Location
 - Parking Maximums
 - Landscape
 - Light Levels
 - Sound Levels
 - Signage
 - Architecture
- 6.1.8 The Planning Director may require additional information consistent with this Code as part of the application for Site Development plans.

6.2 PRE-EXISTING CONDITIONS

- 6.2.1 Existing buildings and appurtenances that do not conform to the provisions of this Code may continue in use as they are until a Substantial Modification is requested, at which time the Planning Director shall determine the provisions of this section that shall apply.
- 6.2.2 Existing buildings that when renovated less than 50% have at any time received a certificate of occupancy shall not require upgrade to the current Building Code and may meet the standards of the code under which they were originally permitted.
- 6.2.3 The modification of existing buildings is permitted by right if such changes result in greater conformance with the specifications of this Chapter.

- 6.2.4 Where buildings exist on adjacent lots, the Planning Director may require that a proposed building match one or the other of the adjacent setbacks and heights rather than the provisions of this Chapter.
- 6.2.5 Addition or modification of a building of actual or potential historic value shall be approved by Exception. The architectural harmony (similar materials, window proportions, color range, mass/void ratio, roof type and pitch) of the addition or modification to the original structure shall be a condition of approval.
- 6.2.6 The restoration or rehabilitation of an existing building shall not require the provision of parking nor on-site stormwater retention/detention in addition to that existing.

6.3 SPECIAL REQUIREMENTS

- 6.3.1 To the extent that a Transect Map or Sector Map designates any of the following Special Requirements, standards shall be applied as follows:
 - a. A-Streets and B-Streets: Lots and buildings along A-Streets shall be held to the highest standard of this Code in support of pedestrian activity. Lots and buildings along B-Streets may follow the standards of this Code exclusively, or may use the automobile-oriented standards in Section 6.7.5, with the exception that corner lots on B-Streets that intersect with A-Streets shall be subject to the A-Street standards of this Code.
 - b. Retail Frontage: The building shall provide a shopfront at sidewalk level along the entire length of its Private Frontage. The shopfront shall be 50% minimum glass between 2 feet and 12 feet above the sidewalk, and may be shaded by an awning overlapping the sidewalk as generally illustrated in Table 6C. Awnings, if present, shall be 3 feet minimum depth and shall clear the sidewalk vertically by 8 feet, or 7 feet by Warrant.
 - c. Gallery Frontage: The building shall provide a permanent cover over the sidewalk, either cantilevered or supported by columns, as generally illustrated in Table 6C. A Gallery Frontage may be combined with a Retail Frontage.
 - d. Arcade Frontage: The building shall overlap the sidewalk such that the first floor facade is an arcade or colonnade (as generally illustrated in Table 6B and Table 6C). An Arcade Frontage may be combined with a Retail Frontage.
 - e. Coordinated Streetscape Frontage: The Public Frontage and Private Frontage shall be coordinated as a single, coherent landscape and paving design.
 - f. Terminated Vista: The building shall be provided with architectural articulation of a type and character that responds visually to its axial location, as approved by the Planning Director.
 - g. View Corridor: The existing view shall be maintained from the point(s) marked on the map, as approved by the Planning Office.
 - h. Cross Block Passage: A minimum 8-foot-wide pedestrian access shall be reserved between buildings.

6.4 BUILDING PLACEMENT

6.4.1 SPECIFIC TO ZONE T2

- a. Building Placement shall be determined by Warrant.

6.4.2 SPECIFIC TO ZONES T3, T4, T5, T6

- a. Newly platted lots shall be dimensioned according to Summary Table 7A.

- b. Building Placement types shall be as shown in Table 6A and Summary Table 7A.
- c. Buildings shall be disposed in relation to the boundaries of their lots according to Summary Table 7A and Table 8A.
- d. One Principal Building at the frontage, and one outbuilding to the rear of the Principal Building, may be built on each lot as shown in Table 8A.
- e. Lot coverage by building footprint shall not exceed that recorded in Summary Table 7A.
- f. Facades shall be built parallel to a rectilinear Principal Frontage Line or to the tangent of a curved Principal Frontage Line, and along a minimum percentage of the frontage width within the front setback range, as specified as Frontage Buildout on Summary Table 7A.
- g. Setbacks for Principal Buildings shall be as shown in Summary Table 7A. In the case of a single infill lot, setbacks shall match one of the existing adjacent setbacks if it conforms to the range provided for its Transect Zone. Setbacks may otherwise be adjusted by Warrant.
- h. Rear setbacks for outbuildings shall be 12 feet minimum measured from the centerline of the rear alley or rear lane. In the absence of rear alley or rear lane, the rear setback shall be as shown in Summary Table 7A.
- i. To accommodate slopes over ten percent, relief from front setback requirements is available by Warrant.
- j. For lots having two frontages, the one along the more urban frontage of the two shall be the Principal Frontage unless otherwise determined by Warrant.
- k. Outdoor storage and trash receptacles shall be located in the third lot layer and, if necessary, screened from view from any frontage. Dumpsters shall be surrounded by a masonry enclosure.

6.4.3 SPECIFIC TO ZONES T5, T6

- a. The Principal Entrance shall be on a frontage line.

6.5 BUILDING FORM

6.5.1 GENERAL TO ALL ZONES T2, T3, T4, T5, T6

- a. The Private Frontage of buildings shall conform to and be allocated in accordance with Table 6C and Summary Table 7A.
- b. Buildings on corner lots and through-lots shall have two Private Frontages as shown in Table 8A. Prescriptions for the first layer pertain to both frontages. Prescriptions for the second and third layers pertain only to the Principal Frontage.
- c. Residential buildings shall have a habitable room and two openings minimum facing each frontage, either a door and window, two windows, or two doors.
- d. Building heights, stepbacks, and extension lines shall conform to Table 6B.
- e. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor commercial function, which shall be 11 feet minimum with a maximum of 25 feet. A single floor level exceeding 14 feet, or 25 feet at ground level, shall be counted as two (2) stories. Mezzanines extending beyond 33% of the floor area shall be counted as an additional story.
- f. In a parking structure or garage, each above-ground level counts as a single story regardless of its relationship to habitable stories.
- g. Height limits do not apply to attics or raised basements, masts, belfries, clock

- towers, chimney flues, water tanks, or elevator bulkheads. Attics shall not exceed 14 feet in height.
- h. The provision of one zero-step entrance to each building from an accessible path at the front, side, or rear of each building is encouraged.
 - i. All the first floor interior doors serving habitable rooms (including bathrooms) should provide 32 inches of clear passage.
 - j. A half or full bathroom should be provided on the first story of each building.
- 6.5.2 **SPECIFIC TO ZONES T3, T4, T5**
- a. The habitable area of an Accessory Unit within a Principal Building or an Out-building shall not exceed 900 square feet, or 40% of the square footage of the Principal Building, whichever is greater, excluding a garage.
- 6.5.3 **SPECIFIC TO ZONES T4, T5, T6**
- a. Loading docks and service areas shall be permitted on frontages only by Warrant.
 - b. In the absence of a building facade along any part of a frontage line, a hedge, fence, or wall shall be built coplanar with the facade.
 - c. A first level residential or lodging function may be raised from average sidewalk grade. If at grade, the building should be set back 6 feet minimum from the sidewalk for privacy.
- 6.5.4 **ENCROACHMENTS SPECIFIC TO ZONE T3**
- a. No portion of the Private Frontage may encroach the sidewalk.
 - b. Open porches may encroach into the first layer 50% of its depth.
 - c. Balconies and bay windows may encroach into the first layer 25% of its depth, except that balconies on porch roofs may encroach into as does the porch.
- 6.5.5 **ENCROACHMENTS SPECIFIC TO ZONE T4**
- a. Balconies, open porches, and bay windows may encroach into the first layer 50% of its depth, except that balconies on porch roofs may encroach as does the porch.
- 6.5.6 **ENCROACHMENTS SPECIFIC TO ZONE T4, T5, T6**
- a. Stoops, balconies, bay windows, terraces, and lightwells may encroach into 100% of the depth of the first layer.
 - b. Stoops, balconies, and bay windows may encroach the Public Frontage by Warrant.
 - c. Awnings may encroach the Public Frontage to within 2 feet of the curb. They shall be 3 feet minimum depth and shall clear the sidewalk vertically by 8 feet minimum, or 7 feet by Warrant.
 - d. The following awning types are permitted. See Section 6.12 for Awning Sign standards.
 - i. Fixed or retractable awnings
 - ii. Shed awnings
 - iii. Dome awnings
 - iv. Other awning types may be permitted by Warrant.
 - e. Awnings shall not extend beyond the width of the building or tenant space, nor encroach above the roof line or the story above.
 - f. The height of the awning valance shall not exceed 12 inches.
 - g. Galleries should overlap the Public Frontage to within 2 feet of the curb and shall clear the sidewalk vertically by 8 feet minimum.
 - h. Galleries shall be 10 feet wide minimum.
 - i. See Table 6C for general form of Private Frontages.

6.5.7 ENCROACHMENTS SPECIFIC TO ZONES T5, T6

- a. Arcades should overlap the Public Frontage to within 2 feet of the curb and shall clear the sidewalk vertically by 8 feet minimum.
- b. Arcades shall be 12 feet wide minimum.
- c. See Table 6B and Table 6C for general form of arcades

6.6 BUILDING FUNCTION**6.6.1 SPECIFIC TO ZONES T2, T3, T4, T5, T6**

- a. Buildings in each Transect Zone may be dedicated to functions and uses described for that zone in Table 6E and Table 6F. Uses not shown but that are substantially similar to permitted uses may be approved by Warrant. Uses that are not substantially similar to permitted uses shall require a zoning amendment.

6.6.2 SPECIFIC TO ZONES T2, T3

- a. Accessory functions of Restricted Lodging or Restricted Office shall be permitted within an Accessory Building. See Table 6E.

6.6.3 SPECIFIC TO ZONES T4, T5

- a. Accessory functions of Limited Lodging or Limited Office shall be permitted within an Accessory Building. See Table 6E.

6.6.4 SPECIFIC TO ZONES T5, T6

- a. First story Retail and Office functions shall be permitted.
- b. Light Manufacturing may be permitted by Warrant.

6.7 PARKING LOCATION**6.7.1 GENERAL TO ZONES T3, T4, T5, T6**

- a. Parking shall be accessed by Rear Alleys or Rear Lanes, when they are available on the plan.
- b. Open parking areas shall be masked from the frontage by a building or hedge, fence, or wall.

6.7.2 SPECIFIC TO ZONE T3

- a. Open parking areas shall be located at the second and third lot layers, except that driveways may be located at the first lot layer.
- b. Garages shall be located at the third lot layer as shown on Table 8A.

6.7.3 SPECIFIC TO ZONES T3, T4

- a. Driveways at frontages shall be no wider than 12 feet in the first layer, excepting a 15-foot-wide apron 3 feet deep maximum.

6.7.4 SPECIFIC TO ZONES T4, T5, T6

- a. All parking lots, garages, and parking structures shall be located at the third layer.
- b. Two-way vehicular entrances to parking lots, garages, and parking structures shall be no wider than 24 feet at the frontage line and 30 feet at the apron. One-way entrances shall be no wider than 12 feet at the frontage line and 15 feet at the apron.
- c. Pedestrian exits from all parking lots, garages, and parking structures shall be directly to a Public Frontage line (i.e., not directly into a building) except underground levels which may be exited by pedestrians directly into a building.
- d. Parking structures on the A-Streets shall have liner buildings lining the first and second stories.

- e. One bicycle rack place at minimum shall be provided within the Public Frontage or Private Frontage for every 10 vehicular parking spaces.

6.7.5 SPECIFIC TO B-STREETS IN ZONE T5

- a. On designated B-Streets, surface parking consisting of one drive aisle and one or two rows of head-in parking spaces shall be permitted by Warrant within 80 feet of the Frontage Line. A hedge, fence, or garden wall a minimum of 3 and a maximum of 4 feet in height shall be maintained just inside the Frontage Line to screen the view of the parking from the adjacent ROW.
- b. A drive aisle in the first layer shall connect to existing drive aisles on adjacent properties, or be designed to connect to future ones.
- c. A parking lot in the first layer shall connect to side streets at all Secondary Frontages.
- d. A parking lot in the first layer of a corner lot shall have one connection to a ROW spaced 300 feet maximum.
- e. A parking lot in the first layer shall have no easements other than as necessary for parking lot drainage, parking lot lighting, and ingress and egress through the parking lot. The ingress/egress easement shall include a provision that the easement is revoked 6 months after approval by the City of Leander to allow a building to be built over that easement.
- f. There shall be a sidewalk a minimum of 12 and a maximum of 20 feet wide between the building facade and the parking lot, with trees in grates or planter boxes

6.8 PARKING MAXIMUMS

6.8.1 GENERAL TO ZONES T3, T4, T5, T6

- a. Parking Maximums may be established by the Planning Director.

6.9 LANDSCAPE

6.9.1 GENERAL TO ZONES T3, T4, T5, T6

- a. Stormwater management on thoroughfares and lots shall be primarily through underground drainage channeled by raised curbs. There shall be no retention or detention required on the individual lots unless regional or community options are unavailable. If such options are unavailable, temporary detention and retention may be required.
- b. Where front setbacks are 24 feet or deeper, one tree minimum shall be planted within the first layer for each 30 feet of Frontage Line or portion thereof.
- c. Specific plantings allowed shall be selected from the preferred plant list maintained by the Planning Department or the Grow Green Guide for Native and Adaptive Landscape Plants published by the City of Austin Watershed Protection and Texas A&M AgriLife Extension, as amended from time to time.

6.9.2 SPECIFIC TO ZONE T3

- a. Two trees minimum shall be planted within the first or second layer for each 30 feet of Frontage Line or portion thereof.

6.9.3 SPECIFIC TO ZONES T3, T4

- a. The first layer may not be paved, with the exception of driveways as specified in Section 5.7.

6.10 LIGHT LEVELS**6.10.1 SPECIFIC TO ZONES T2, T3, T4**

- a. No lighting level measured at the building Frontage Line shall exceed 1.0 fc.

6.10.2 SPECIFIC TO ZONE T5

- a. No lighting level measured at the building Frontage Line shall exceed 2.0 fc.

6.10.3 SPECIFIC TO ZONE T6

- a. No lighting level measured at the building Frontage Line shall exceed 5.0 fc.

6.11 SOUND LEVELS**6.11.1 SPECIFIC TO ZONES T2, T3, T4**

- a. Sound levels measured at the building Frontage Line shall not exceed 65 decibels from sunrise to midnight and 55 decibels from midnight to sunrise.

6.11.2 SPECIFIC TO ZONES T5, T6

- a. Sound levels measured at the building Frontage Line shall not exceed 70 decibels from sunrise to midnight and 60 decibels from midnight to sunrise.

6.12 SIGNAGE**6.12.1 GENERAL INTENT**

The intent of regulating signs that are visible from the Public Frontage is to ensure proper dimensioning and placement with respect to existing or planned architectural features, to maintain or improve public safety, to maintain or improve the aesthetic character of the context in which they are located, and to provide legible information for pedestrians, not just drivers. See Table 6D for general form, permitted Transect Zones, and a summary of permitted sizes.

6.12.2 ADDRESS SIGNS

- a. Address sign numerals applied to retail, office, residential, institutional, or industrial buildings shall be between 4 and 6 inches tall.
- b. Address signs shall be easily visible by using colors or materials that contrast with their background.
- c. The address sign shall be attached to the front of the building in proximity to the Principal Entrance or at a mailbox.

6.12.3 AWNING SIGNS

- a. Signage shall be limited to the valance of the awning or the vertical portion of a dome awning.
- b. Awning signs shall contain only the business name, logo, and/or street address.
- c. Letters, numbers, and graphics shall cover 70% maximum of the valance area.
- d. Awning signs shall not be internally illuminated or backlit.

6.12.4 BAND SIGNS

- a. All businesses are permitted one Band Sign on each first story facade.
- b. Band Signs shall include only letters, background, lighting, and an optional logo. Information shall consist only of the name and/or logo of the business. Band Signs shall not list products, sales, or other promotional messages, or contact information.
- c. The following Band Sign construction types are permitted:
 - i. Cut-out letters. Letters shall be individually attached to the wall or on a separate background panel, and shall be externally illuminated.
 - ii. Flat panel. Letters shall be printed or etched on same surface as the background, which is then affixed to the wall and externally illuminated.

- iii. Channel letters by Warrant. Each letter shall have its own internal lighting element, individually attached to the wall or onto a separate background panel. The letter shall be translucent, or solid to create a backlit halo effect.
- d. Height and width shall be measured using smallest rectangle that fully encompasses the entire extent of letters, logo and background.
- e. Band Signs shall not be wider than 90% of the width of the building facade or tenant space.
- f. Band Signs shall not project vertically above the roof line.
- g. Band Signs may be illuminated from dusk to dawn or during hours permitted by the lighting ordinance. External lights shall be shielded from direct view to reduce glare.
- h. Neon may be permitted on Band Signs by Warrant. No other internal lighting shall be permitted.
- i. Electrical raceways, conduits and wiring shall not be exposed. Neon lighting elements shall be contained completely within the sign assembly or inside the wall.
- j. Band Signs should be placed where the architectural features suggest the best placement for signage. They should be vertically aligned with the center of an architectural feature such as a storefront window, entry portal, or width of a bay or overall retail space. They shall not interrupt or obscure these features or cause visual disharmony.

6.12.5 **BLADE SIGNS**

- a. Blade Signs shall be double-sided.
- b. Blade Signs shall be permitted only for businesses that have a Principal Entrance on the first floor.
- c. Each business is permitted one Blade Sign per facade, provided that the facade is not set back more than 6 feet from the Frontage Line. Blade Signs for deeper setbacks shall be reviewed by Warrant.
- d. Blade Signs may encroach into the Public Frontage up to 4 feet and shall clear the sidewalk by 8 feet minimum.
- e. Blade Signs shall not encroach above the roof line nor above the bottom of the second story window.
- f. Text and graphics on the Blade Sign shall be limited to the name and/or logo of the business and relevant illustration. Slogans, address labels, web addresses, operating hours and contact information shall be prohibited.
- g. Mounting hardware, such as supports and brackets shall complement the design of the sign, the building, or both.

6.12.6 **MARQUEES**

- a. Marquees shall be located only above the Principal Entrance of a building.
- b. No Marquee shall be wider than the entrance it serves, plus 2 feet on each side thereof.
- c. No portion of a Marquee shall be lower than 10 feet clearance.
- d. No Marquee shall extend closer to the curb than 2 feet.
- e. Columns or posts may be used as supports for Marquees 8 feet deep or deeper by Warrant.
- f. All Marquees, including anchors, bolts, supporting rods and braces, shall be constructed of non-combustible materials and shall be designed by a structural engineer and approved by the Building Inspector.

- g. Marquee components and materials may vary. Anchors, bolts, and supporting rods should be limited to the interior of the Marquee.
- h. Message Boards shall be permitted as part of Marquees.
- i. A Band Sign shall be permitted above a Marquee.

6.12.7 NAMEPLATES

- a. Nameplates shall consist of either a panel or individual letters applied to a building wall within 10 feet of an entrance to the building.
- b. One Nameplate shall be permitted per address.
- c. Nameplates shall not exceed 3 square feet.
- d. Nameplates shall be constructed of durable materials.

6.12.8 OUTDOOR DISPLAY CASES

- a. Each business shall be permitted one outdoor display case 6 square feet maximum, 3.5 feet maximum in any dimension, and 5 inches deep maximum.
- b. Outdoor display cases may be externally or internally illuminated.
- c. Theaters may be permitted larger outdoor display cases by Warrant.
- d. Outdoor display cases shall not be attached to shopfront windows.

6.12.9 SHINGLE SIGNS

- a. Shingle Signs listing multiple commercial tenants shall be permitted on a multi-tenant building. Shingle Signs shall comport with the standards for Blade Signs except as provided in this subsection.
- b. A building may have both the prescribed number of Blade Signs and the same number of Shingle Signs.
- c. Shingle Signs may encroach into the Public Frontage up to 2 feet and shall clear the sidewalk by 7 feet minimum.
- d. Text and graphics on the Shingle Sign shall be limited to the name, logo, and suite number of the business. Slogans, full street address labels, web addresses, operating hours and contact information are prohibited.

6.12.10 SIDEWALK SIGNS

- a. Sidewalk Signs shall consist of freestanding, double-sided temporary signs placed at the entrance to a business in a primarily pedestrian environment.
- b. Sidewalk Signs shall be removed at the close of business each day.
- c. One Sidewalk Sign shall be permitted for each business.
- d. Sidewalk Signs shall not exceed 42 inches in height or 26 inches in width.
- e. Sidewalk Signs shall be moved inside during high winds or other weather conditions that might pose a hazard to public safety.
- f. Sidewalk Signs shall not block the free passage of pedestrians on the sidewalk.

6.12.11 WINDOW SIGNS

- a. Only the following Window Sign types shall be permitted:
 - i. Vinyl applique letters applied to the window. Appliques shall consist of individual letters or graphics with no visible background.
 - ii. Letters painted directly on the window.
 - iii. Hanging signs that hang from the ceiling behind the window.
 - iv. Neon signs.
 - v. Door signs applied to or hanging inside the glass portion of an entrance doorway.
- b. Window signs shall not interfere with the primary function of windows, which is to enable passersby and public safety personnel to see through windows into premises and view product displays.

- c. Window signs shall be 25% maximum of the total area of the window onto which they are applied. Sign area shall be measured using smallest rectangle that fully encompasses the entire extent of letters, logo and background.
- d. Window signs may list services and/or products sold on the premises, or provide phone numbers, web addresses, operating hours or other messages, provided that the total aggregate area of these messages not exceed the limit provided above.
- e. Letters on window signs shall be no taller than 8 inches.

6.12.12 YARD SIGNS

- a. One single- or double-post yard sign for each business may be permitted by Warrant, provided it is set back 6 feet maximum from the Frontage Line, does not exceed 6 square feet excluding posts, and does not exceed 6 feet in height including posts, measured from the yard at the post location.

6.12.13 TEMPORARY SIGNS AND BANNERS

- a. Any temporary sign may be approved by Warrant for a maximum 30-day period.

6.13 ARCHITECTURAL STANDARDS

GENERAL TO ZONES T3, T4, T5, T6, UNLESS NOTED OTHERWISE

6.13.1 BUILDING WALLS & MASSING - MATERIALS

- a. Building walls shall be native stone (or synthetic equivalent), brick, stucco, split-faced block (foundations only), or siding.
- b. Textured brick and variegated brick is prohibited.
- c. Native stone and brick shall be unpainted.
- d. Stucco shall be cement or synthetic and shall be integral color or painted.
- e. Siding shall be wood, fiber cement or fly ash. Vinyl siding and aluminum siding are prohibited.
- f. Lintels in masonry walls at frontages shall be masonry or concrete.
- g. Trim shall be painted or stained with an opaque stain and shall be indistinguishable from wood.

6.13.2 BUILDING WALLS & MASSING - CONFIGURATIONS

- a. Simplicity of massing: Buildings shall be a single simple volume, or a combination of a few simple volumes (i.e., principal building + backbuilding + outbuilding).
- b. Building walls shall show no more than two materials on any exterior wall, not counting the foundation. The visually heavier material shall be below the lighter one. Vertical joints between materials shall only occur at inside corners where principal building, backbuilding and/or outbuilding meet. Wall designs and materials on the same building shall be consistent on all facades facing frontages.
- c. Brick shall be detailed and laid to resemble load-bearing construction. Brick shall course exactly to the top, bottom and sides of all wall openings.
- d. Stone shall be detailed and laid to resemble structural stone walls.
- e. Stucco finish shall be smooth or sand-finish; heavy lace is prohibited. EIFS is prohibited within 8 feet of the ground.
- f. Lintels in masonry walls at frontages shall be detailed to appear structural. Running bond and soldier courses over steel angles are prohibited.
- g. Masonry arches and piers shall be 12 inches by 12 inches minimum, when viewed in plan.
- h. Color shall be selected according to building style and Central Texas precedent.

6.13.3 FENCES AND GARDEN WALLS - MATERIALS

- a. Fences in the first and second layers shall be wood (painted or with an opaque stain) or metal in a cast-iron style. They may have masonry or stucco piers and base. Chain link is prohibited on frontages.
- b. Garden walls in the first and second layers shall be native stone (or synthetic equivalent), brick, or, stucco. Where the building walls are masonry, garden walls should match the material of the building walls. Garden walls are prohibited at T3.

6.13.4 FENCES AND GARDEN WALLS - CONFIGURATIONS

- a. Along frontages, the finished side of fences shall face the frontage.
- b. Fences and garden walls shall be 4 feet maximum in height in the first layer of the lot. In the second and third layers, fences shall be 6 feet maximum in height and garden walls shall be 8 feet maximum in height. Posts and piers may be up to 8 inches taller, but may not exceed 8 feet.

6.13.5 DOORS AND WINDOWS - MATERIALS

- a. When facing frontages, exterior doors shall be wood or clad wood for residential use and shall be wood, clad wood, steel or extruded aluminum for commercial use.
- b. When facing frontages (including garage doors of front-loaded houses that are set back from the house), garage doors shall be wood, clad wood, metal, or composite.
- c. When facing frontages, windows for residential use shall be wood, vinyl-clad, aluminum-clad wood, or solid PVC, but all shall be indiscernible from wood at arm's length. Commercial windows may also be extruded aluminum or hollow steel frame. Commercial windows should have clear glass. Reflective glass and glass block are prohibited.
- d. Storefronts shall be wood, custom metalwork, extruded aluminum, or hollow steel frame. Natural and bronze aluminum storefronts are prohibited.
- e. Shutters shall be wood, fiber-cement, or solid PVC, and shall be indiscernible from wood at arm's length.

6.13.6 DOORS AND WINDOWS - CONFIGURATIONS

- a. Doors shall be side-hinged except garage doors, which may be sectional. Sliders shall not be visible from frontages. The style of the front door shall match the building style. Doors, except garage doors, shall be, or appear to be, constructed of planks or raised panels (not flush with applied trim). Sliders are prohibited at frontages.
- b. Garage doors facing frontages and those facing alleys on corner lots shall be a maximum of 9 feet in width.
- c. Ratio of openings to wall: Openings shall not exceed 50% of the façade area of each floor except at shopfronts. Each floor of each façade shall be calculated independently.
- d. Windows shall be single-hung, double-hung, triple-hung, casement, or fixed. The style of the windows shall match the building style. Window openings and panes shall be vertically proportioned or square. Flush mounted windows are prohibited. Sliders are prohibited at frontages.
- e. Windows in masonry and stucco walls shall be inset 3 inches minimum (measured from the exterior face of the wall to the exterior face of the top sash).
- f. Glazing of shopfronts shall be a minimum 50% of the area between 2 feet and

12 feet above the sidewalk. Muntins (but not mullions) may be counted as glass area.

- g. Bay windows shall extend to the ground or be supported by visible brackets.
- h. Shutters shall be exactly one-half the width of, and the same height as, the associated opening.
- i. Casing shall be 3-½ inches wide minimum except on masonry walls. Mullion casing shall be 3-½ inches wide minimum. Brick shall not be visible between a door or window and its casing. Head casing shall be equal to or taller than the jamb casing, and shall be 1/6 the opening width minimum.
- j. Principal entry surround trim should be more substantial than other trim.

6.13.7 ROOFS AND EAVES - MATERIALS

- a. Roofs shall be metal, slate, wood shakes, tile (clay, concrete or metal), asphalt, or equivalent synthetic or better.
- b. Flat roofs shall be permitted in T5 and T6 only and shall be commercial quality roofing. Flat roofs may be approved by Warrant in T4.
- c. Eaves shall be wood, bead board of cement, or, synthetic stucco, or EIFS. Vinyl and sheet aluminum is prohibited. The eave return cap shall be built of continuous, un-seamed metal flashing.
- d. Gutters and downspouts shall be copper (not copper-coated), galvanized steel, or aluminum.
- e. Dormer jamb material should be a solid casing assembly from the window to the corner of the dormer wall. Siding as jamb material on dormers is prohibited. Brick shall only be used for a dormer face when it forms a parapet at the top of the dormer.

6.13.8 ROOFS AND EAVES - CONFIGURATIONS

- a. Metal roofing shall be flat between the primary ribs with no striations or pencil ribs.
- b. Ridge caps shall be appropriate to the type of roofing. Bulbed ridge caps shall be used with 5V metal roofing, and standing seam ridge caps shall be of the lowest profile possible.
- c. Roofs of Principal Buildings, where sloped, shall be a symmetrical gable or hip with a slope of 4:12 to 7.5:12.
- d. Flat roofs are permitted in T5 and T6 only (T4 by Warrant) and shall be surrounded by a horizontal parapet wall a minimum of 30 inches higher than the highest point of the roof deck.
- e. Ancillary roofs where sloped shall be between 1/3 and 1/2 the principal roof slope.
- f. Gables shall not overlap except when the smaller gable is part of a balcony, porch, or entrance.
- g. Bay roofs shall be distinct from the primary roof, typically under the eave, and return on themselves at each end.
- h. Eaves shall be 16 inches minimum on gables and hipped roofs. Eave lines shall be simple and continuous, both horizontally and vertically. The trim immediately below the cornice shall be a bed mold or similar shape, not a crown mold. Eaves shall return around the corner and die into the wall without the common "pork chop" return. Brackets shall extend to the back side of the fascia. A frieze board shall occur below the eave. The depth of the eave overhang should match the style of the building. Formal styles may have closed eaves

if appropriate to the style of the building, but vernacular buildings should have open eaves. Exposed rafter tails shall not exceed 6 inches in height.

- i. Cornices are required on buildings with flat roofs. The cornice shall include a projection beyond the building face.
- j. Dormers shall be placed 3 feet minimum from side building walls. Dormers shall have roof trim beginning at the window head and shall be composed of a head casing, soffit, and fascia at a minimum. Siding shall not be used above a window head except in the triangular space enclosed by the pediment of a gable front dormer. The body of a single-window dormer shall be vertically proportioned or square. The total width of the dormer roof shall be 25% to 40% larger than the width of the dormer body. Dormer windows shall be slightly shorter than typical windows in the floor below.
- k. Skylights shall be flat at frontages.
- l. Roof penetrations, except stucco or brick chimneys, shall be placed so as not to be visible from frontages and painted to match the color of the roof, except those of metal which may be left unpainted.

6.13.9 ATTACHMENTS - MATERIALS

- a. Columns and posts shall be made of wood, CPVC, fly ash, composite metal, native stone (or synthetic equivalent). Extruded aluminum is prohibited.
- b. Porch beams shall be wood, fiber-cement, fly ash, stone, concrete, stucco or EIFS. The grain or texture shall be horizontal.
- c. Porch ceilings shall be wood, fiber-cement, fly ash or stucco.
- d. Balconies & railings shall be wood, fiber-cement, fly ash or metal.
- e. Chimneys shall be clad in brick, stone, or stucco at frontages.
- f. Flues shall be clay tile, or galvanized metal left natural or painted black.
- g. Sign and awning materials are subject to Section 6.12 Signs.

6.13.10 ATTACHMENTS - CONFIGURATIONS

- a. Columns shall have entasis. Where classical columns are used, the Orders shall be Tuscan, Doric, Ionic, or Corinthian with correct proportions and profiles according to the American Vignola.
- b. Column bases shall not protrude beyond the edge of the porch flooring. The outer edge of the base should align with the face of the pier or foundation below.
- c. Column to Beam Alignment: The face of the beam shall align with the neck of the column or post. Capitals shall protrude.
- d. Intercolumniation: Spaces between columns shall be vertically proportioned.
- e. Posts shall be 6 inches by 6 inches minimum when viewed in plan.
- f. Porches and stoops must be 12 inches minimum above the adjacent sidewalk elevation. Porches shall be 8 feet deep minimum.
- g. Porch beams shall be visible from both the inside and the outside of the porch. Seams between beam face and bottom of built-up beams shall occur on the bottom of the beam, not its face.
- h. Balconies shall project 3 feet maximum from the face of the building and shall be visually supported by brackets.
- i. Railings shall have horizontally proportioned top rails and vertically proportioned bottom rails, with the bottom rails clearing the floor. Balusters shall be centered on the rails and spaced no farther apart than permitted by code.
- j. Openings between supports at galleries and arcades shall be vertically proportioned.

- k. Screens are prohibited on stoops and porches at frontages.
- l. Chimneys at frontages shall extend to the ground and have a projecting cap. Wood clad chimneys are prohibited.
- m. Sign and awning configuration is subject to Section 6.12 Signs.

6.13.11 MECHANICAL AND UTILITY EQUIPMENT

- a. HVAC equipment, utility meters, satellite dishes, permanent grills, window air conditioning units and other mechanical equipment shall not be located at frontages. Mechanical equipment shall not vent to frontages.
- b. Site utility structures, such as transformers, shall not be located in the first lot layer at frontages. Utility structures shall be screened from frontages using landscaping or fences, hedges or walls. Utility boxes and conduits on exterior walls facing frontages shall be painted to match the wall or their visibility otherwise minimized.

Table 6A: Building Placement. This table approximates the location of the structure relative to the boundaries of each individual lot, establishing suitable basic building types for each Transect Zone. The following are general descriptions only.

<p>a. Detached (center of yard): A building that occupies the center of its lot with setbacks on all sides. This is the least urban of types as the front yard sets it back from the frontage, while the side yards weaken the spatial definition of the public thoroughfare space. The front yard or garden is intended to be visually continuous with the yards of adjacent buildings. The rear yard can be secured for privacy by fences and a well-placed backbuilding and/or outbuilding. Specific types - single family house, cottage, bungalow, ranch house, estate house, cabin, farmhouse.</p>	 <div>T2 T3 T4</div>
<p>b. Detached (sideyard): A building that occupies one side of the lot with the setback to the other side. A shallow front setback defines a more urban condition, often with a wall or fence along the frontage line, while a deeper setback is less urban. If the adjacent building is similar with a blank side wall, the yard can be quite private. This type permits systematic climatic orientation in response to the sun or the breeze. Specific types - Charleston single house, zero lot line house. Must comply with the building separation requirements of the local building code. This may be accomplished by a rated wall on the lot line, and/or a non-construction easement recorded on the adjacent lot.</p>	 <div>T4 T5</div>
<p>c. Semi-Detached: a building that abuts a neighboring sideyard building. Construction costs, energy costs, and sometimes noise may be reduced by sharing a party wall. Specific types - double house, twin, duplex.</p>	 <div>T4 T5</div>
<p>d. Attached: A building attached to another and occupying the full width of the frontage, usually with the entire yard in the rear. This is a very urban type as the continuous facade steadily defines the public thoroughfare. The rear elevations may be articulated for functional purposes. In its residential form, this type is the rowhouse or townhouse. In its commercial form, the rear yard can accommodate substantial parking. Specific types - townhouse, rowhouse, live-work unit, loft building, apartment house, mixed use block, flex building, perimeter block, rearyard building.</p>	 <div>T4 T5 T6</div>
<p>e. Courtyard: A building that occupies the boundaries of its lot while internally defining one or more private patios. This is the most urban of types, as it is able to shield the private realm from all sides while strongly defining the public thoroughfare. Because of its ability to accommodate incompatible activities, it is recommended for workshops, lodging and schools. Specific types - courtyard house, courtyard apartment building, patio house.</p>	 <div>T4 T5 T6</div>

Table 6B: Building Form - Height. This table provides the configurations for different building heights for each Transect Zone. The front setbacks are illustrative only. The vertical extent of a building shall be measured by number of stories, not including a raised basement or an inhabited attic. Building height shall be measured from the average grade of the frontage line to the eave of a pitched roof or the surface of a flat roof. The minimum height for all office, retail and mixed-use buildings shall be 18 feet. Height limits shall not apply to towers with a footprint of less than 400 square feet.

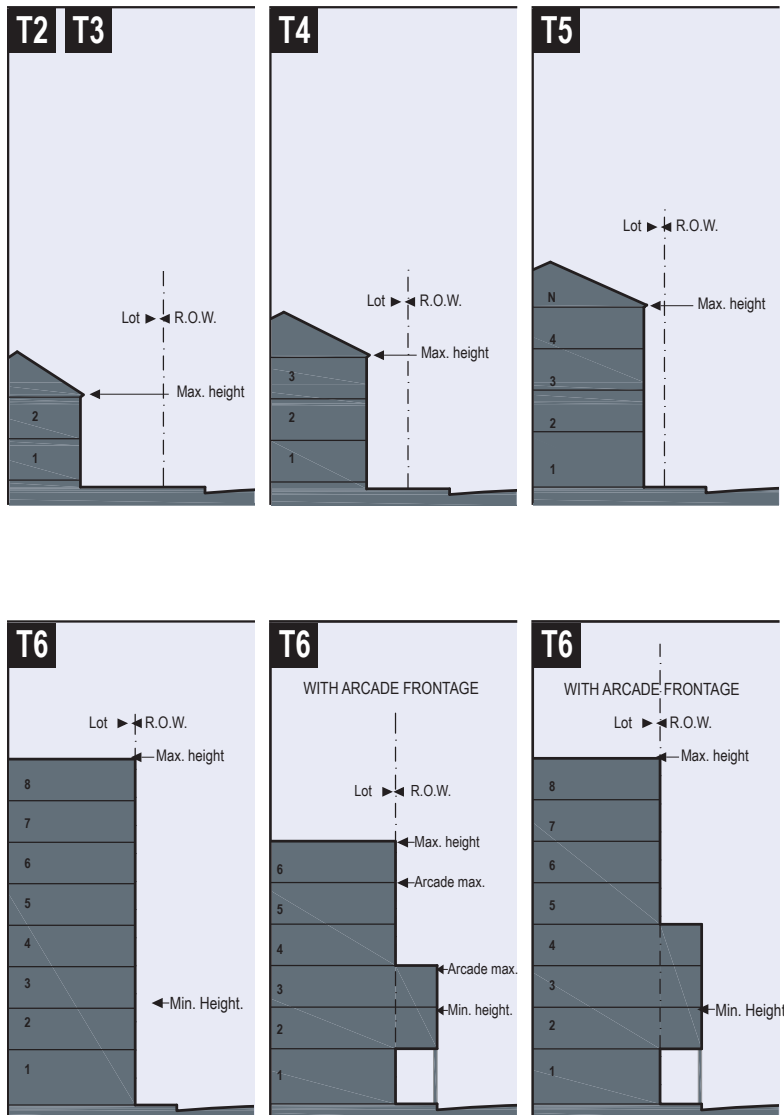
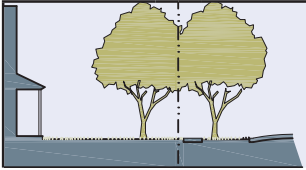
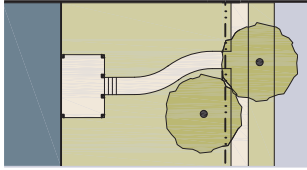
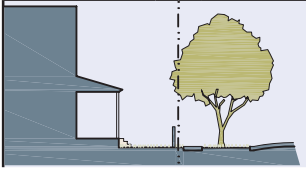
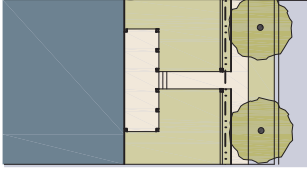
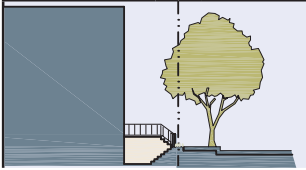
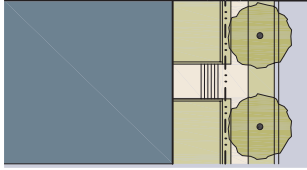
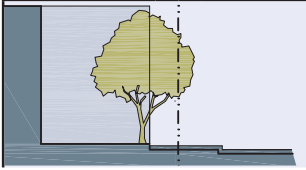
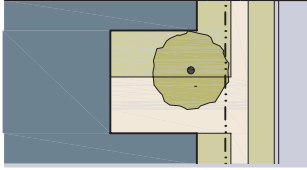
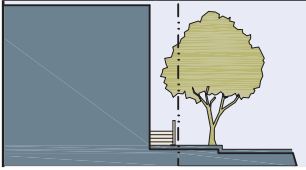
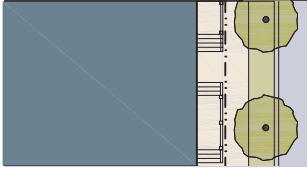
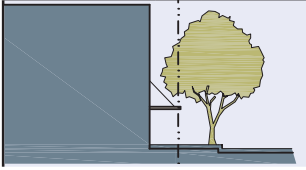

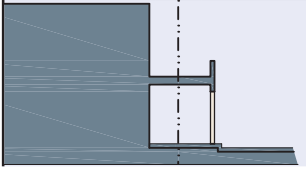

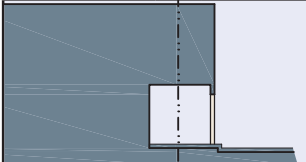



Table 6C: Private Frontages. The Private Frontage is the area between the building facade and the front lot line, and the facade itself. Corner properties have two Private Frontages.

	SECTION	PLAN
	LOT PRIVATE FRONTAGE R.O.W. PUBLIC FRONTAGE	LOT PRIVATE FRONTAGE R.O.W. PUBLIC FRONTAGE
<p>a. Common Yard: a planted frontage wherein the facade is set back substantially from the Frontage Line. The front yard created remains unfenced and is visually continuous with adjacent yards, supporting a common landscape. The deep setback provides a buffer from the higher speed thoroughfares.</p>		 <div>T2</div> <div>T3</div>
<p>b. Porch & Fence: a planted frontage wherein the facade is set back from the Frontage Line with an attached porch permitted to encroach. A fence at the Frontage Line maintains street spatial definition. Porches shall be 8 feet deep minimum. Variant: Dooryard: has a fence but no porch, suitable for zero-step entry.*</p>		 <div>T3</div> <div>T4</div>
<p>c. Terrace or Lightwell: a frontage wherein the facade is set back from the Frontage Line by an elevated terrace or a sunken lightwell. This type buffers residential use from urban sidewalks and removes the private yard from public encroachment. Terraces are suitable for conversion to outdoor cafes.</p>		 <div>T4</div> <div>T5</div>
<p>d. Forecourt: a frontage wherein a portion of the facade is close to the Frontage Line and the central portion is set back. The forecourt created is suitable for vehicular drop-offs. This type should be allocated in conjunction with other frontage types. Large trees within the forecourts may overhang the sidewalks.</p>		 <div>T4</div> <div>T5</div> <div>T6</div>
<p>e. Stoop: a frontage wherein the facade is aligned close to the Frontage Line with the first story elevated from the sidewalk sufficiently to secure privacy for the windows. The entrance is usually an exterior stair and landing. This type is recommended for ground-floor residential use.</p>		 <div>T4</div> <div>T5</div> <div>T6</div>
<p>f. Shopfront: a frontage wherein the facade is aligned close to the Frontage Line with the building entrance at sidewalk grade. This type is conventional for retail use. It has a substantial glazing on the sidewalk level and may have an awning. Syn: Retail Frontage.</p>		 <div>T4</div> <div>T5</div> <div>T6</div>
<p>g. Gallery: a frontage wherein the facade is aligned close to the Frontage Line with an attached cantilevered shed or a lightweight colonnade overlapping the sidewalk. This type is conventional for retail use.</p>		 <div>T4</div> <div>T5</div> <div>T6</div>
<p>h. Arcade: a colonnade supporting habitable space that overlaps the sidewalk, while the facade at sidewalk level remains at or behind the Frontage Line. This type is conventional for retail use. See Table 6B.</p>		 <div>T5</div> <div>T6</div>

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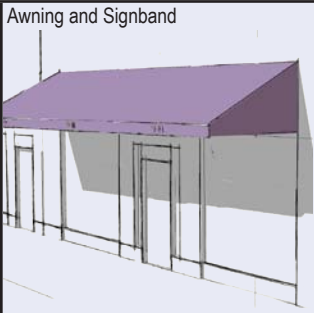

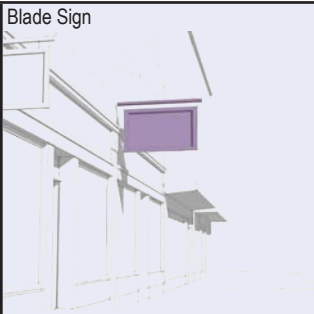
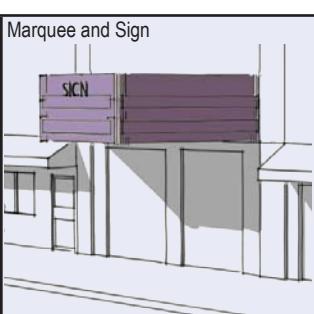
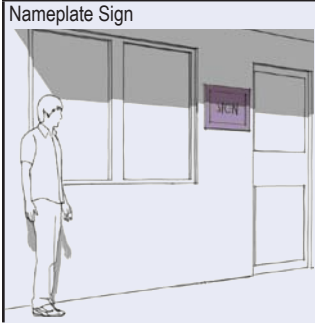


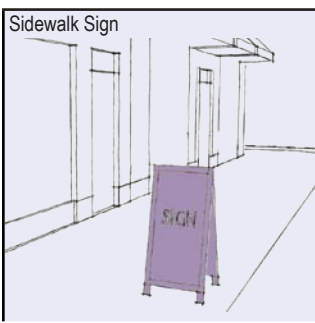

	T1	T2	T3	T4	T5	T6	SD	SPECIFICATIONS
Address Sign 	n/a	n/a	■	■	■	■	□	a. Quantity (max) 1 per address b. Area max 2 sf c. Width max 24 in d. Height max 12 in e. Depth / Projection max 3 in f. Clearance min 4.5 ft g. Apex n/a h. Letter Height max 6"
Awning and Signband 				■	■	■	□	a. Quantity (max) 1 per window b. Area n/a c. Width max equals width of Facade d. Height n/a e. Depth / Projection min 4 ft. f. Clearance min 8 ft, 7 ft by Warrant g. Apex n/a h. Letter Height min 5 in, max 10 in i. Valance Height max 12 in j. Distance from Curb min. 2 ft.
Band Sign 				□	■	■	□	a. Quantity (max) 1 (2 for corner buildings) b. Area (max) 1.5 sf per linear ft Facade c. Width max 90% width of Facade d. Height max 3 ft e. Depth / Projection max 7 in f. Clearance min 7 ft g. Apex n/a h. Letter Height max 18 in
Blade Sign 		■	■	■	■	■	■	a. Quantity 1 per Facade, 2 max b. Area (max) 4 sf T2,T3,T4; 6 sf T5,T6 c. Width max 4 ft d. Height max 4 ft e. Depth / Projection max 4 ft f. Clearance min 8 ft g. Apex n/a i. Letter Height max 8 in
Marquee and Sign 					■	■	□	a. Quantity (max) 1 per business b. Area n/a c. Width (max) entrance plus 2' each side d. Height max 50% Story height e. Depth / Projection min 4 ft, max 10 ft f. Clearance min 10 ft g. Apex n/a h. Letter Height n/a i. Distance from Curb min 3 ft.

TABLE 6D. SIGNAGE (CONT.)

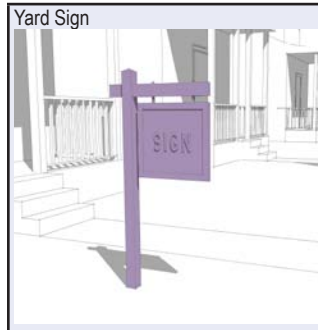
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	T1	T2	T3	T4	T5	T6	SD	Specifications
Nameplate Sign 		n/a	■	■	■	■	■	a. Quantity (max) 1 b. Area max 3 sf c. Width max 18 in d. Height max 2 ft e. Depth / Projection max 3 in f. Clearance min 4 ft g. Apex max 7 ft h. Letter Height n/a
Outdoor Display Case 	n/a	n/a	□	■	■	■	□	a. Quantity 1 b. Area max 6 sf c. Width max 3.5 ft d. Height max 3.5 ft f. Depth / Projection max 5 in g. Clearance min 4 ft h. Apex n/a i. Letter Height n/a
Shingle Sign 		■	■	■	■	■	■	a. Quantity 1 per facade, 2 max b. Area 4 sf c. Width max 2 ft d. Height max 3 ft f. Depth / Projection max 2 ft g. Clearance min 7 ft h. Apex n/a i. Letter Height max 8 in
Sidewalk Sign 				■	■	■	■	a. Quantity 1 per business b. Area max 8 sf c. Width max 26 in d. Height max 42 in f. Depth / Projection n/a g. Clearance n/a h. Apex max 42 in i. Letter Height n/a
Window Sign 				■	■	■	■	a. Quantity 1 per window b. Area max 25% of glass c. Width varies d. Height varies f. Depth / Projection n/a g. Clearance 4 ft h. Apex n/a i. Letter Height max 8 in

- By Right
□ By Warrant



T1	T2	T3	T4	T5	T6	SD
		□	■			

Specifications	
a. Quantity	1 max per Lot
b. Area	max 6 sf
c. Width	max 3 ft (not counting post)
d. Height	max 2 ft (not counting post)
e. Depth / Projection	n/a
f. Clearance	min 3 ft to sign edge
g. Apex	max 6 ft to top of post
h. Letter Height	max 8 in

Table 6E: Building Function. This table categorizes Building Functions within Transect Zones. For Specific Function and Use, see Table 6F.

	T3	T4	T5 T6
a. RESIDENTIAL	Restricted Residential: The number of dwellings on each lot is restricted to one within a Principal Building and one within an Accessory Building. Both dwellings shall be under single ownership. The habitable area of the Accessory Building shall not exceed 900 sf or 40% of the square footage of the Principal Building.	Open Residential: The number of dwellings on each lot is unlimited except by the form regulations of Chapter 6.	Open Residential: The number of dwellings on each lot is unlimited except by the form regulations of Chapter 6.
b. LODGING	Restricted Lodging: The number of bedrooms available on each lot for lodging is restricted to five. Food service may be provided in the a.m. The maximum length of stay shall not exceed ten days.	Limited Lodging: The number of bedrooms available on each lot for lodging is limited to twelve. Food service may be provided in the a.m. The maximum length of stay shall not exceed ten days.	Open Lodging: The number of bedrooms available on each lot for lodging is unlimited. Food service may be provided at all times. The maximum length of stay shall not exceed ten days.
c. OFFICE	Restricted Office: The building area available for office use by the resident of each lot, and one non-resident employee, is restricted to the first floor of the Principal Building or any part of an Accessory Building. Home Occupations are permitted anywhere.	Limited Office: The building area available for office use by the resident of each lot, and up to three non-resident employees, is restricted to the first floor of the Principal Building or any part of an Accessory Building. Home Occupations are permitted anywhere.	Open Office: The building area available for office use on each lot is unlimited.
d. RETAIL	Restricted Retail: The building area available for retail use is restricted to one block corner location at the first story for each 300 dwelling units. This specific use shall be further restricted to neighborhood store, or food service seating no more than 20.	Limited Retail: The building area available for retail use with regular hours is limited to the first story of buildings at corner locations. The specific use shall be further limited to neighborhood store, or food service seating no more than 40. Cottage Industry with up to three employees shall be permitted at all locations, with retail sales by appointment only.	Open Retail: The building area available for retail use is unlimited.
e. CIVIC	See Table 6F	See Table 6F	See Table 6F
f. OTHER	See Table 6F	See Table 6F	See Table 6F

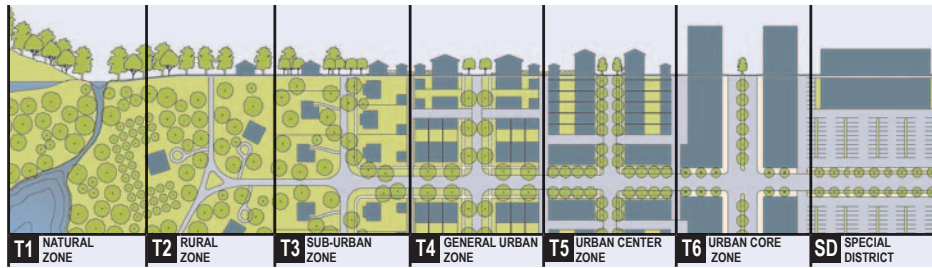
Table 6F: Specific Function & Use. This table expands the categories of Table 6E to delegate specific functions and uses within Transect Zones.

	T1	T2	T3	T4	T5	T6	SD
a. RESIDENTIAL							
Single Family		■	■	■			
Two-family (Duplex)			■	■			
Multi-family				■	■	■	
Live/Work Unit			■	■	■	□	□
Group Home				□	■		
Accessory Unit		■	■	■	■	■	
Manufactured House			□				□
Temporary Tent	□	□	□	□	□	□	□
b. LODGING							
Hotel (no room limit)					■	■	□
Inn (up to 12 rooms)		□		■	■	■	
Inn (up to 5 rooms)		□	■	■	■	■	
S.R.O. hostel			□	□	□	□	□
School Dormitory				■	■	■	■
c. OFFICE							
Office Building				■	■	■	□
Live-Work Unit			■	■	■	■	□
d. RETAIL							
Open-Market Building		■	■	■	■	■	■
Retail Building				■	■	■	□
Display Gallery				■	■	■	□
Cafe / Restaurant			□	■	■	■	□
Kiosk				■	■	■	□
Push Cart					□	□	□
Liquor Selling Establishment					□	□	□
Adult Entertainment						□	□
e. CIVIC							
Bus Shelter			■	■	■	■	■
Convention Center						□	■
Conference Center					□	■	■
Exhibition Center						□	■
Fountain or Public Art		■	■	■	■	■	■
Library				■	■	■	■
Live Theater					■	■	■
Movie Theater					■	■	■
Museum				□	□	■	■
Outdoor Auditorium		□	■		■	■	■
Parking Structure				□	■	■	■
Passenger Terminal					□	□	■
Playground		■	■	■	■	■	■
Sports Stadium						□	■
Surface Parking Lot				□	□	□	■
Religious Assembly		■	■	■	■	■	■
f. OTHER: AGRICULTURE							
Grain Storage		■	■				□
Livestock Pen	□	□					□
Greenhouse	■	■	□				□
Stable	■	■	□				□
Kennel	■	■	□	□	□	□	□
g. OTHER: AUTOMOTIVE							
Gasoline		□			□	□	■
Automobile Service							■
Automobile Sales					□	□	□
Truck Maintenance							■
Drive -Through Facility					□	□	■
Rest Stop	■	■					□
Roadside Stand	■	■					□
Shopping Center / Mall							□
h. OTHER: CIVIL SUPPORT							
Fire Station			■	■	■	■	■
Police Station				■	■	■	■
Cemetery		■	□	□			■
Funeral Home				■	■	■	■
Hospital					□	□	■
Medical Clinic				□	■	■	■
i. OTHER: EDUCATION							
College					□	□	■
High School				□	□	□	■
Trade School					□	□	■
Elementary School			□	■	■	■	■
Childcare Center		■	■	■	■	■	□
j. OTHER: INDUSTRIAL							
Heavy Industrial Facility							■
Light Industrial Facility						□	■
Truck Depot							■
Laboratory Facility						□	■
Water Supply Facility							■
Sewer and Waste Facility							■
Electric Substation	□	□	□	□	□	□	■
Wireless Transmitter	□	□					■
Cremation Facility							■
Warehouse						□	■
Produce Storage							■
Mini-Storage							■

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TABLE 7A. SMARTCODE SUMMARY

LEANDER SMARTCODE



a. ALLOCATION OF ZONES for New Communities (by land area, per Community Unit) See Table 2A

CLD	50% minimum of T1 and T2 or combination	10-30%	20-40%	not permitted	not permitted	
TND	permitted	permitted	10-30%	30-60%	10-30%	not permitted
RCD	not permitted	not permitted	not permitted	10-30%	10-30%	40-80%

b. BASE RESIDENTIAL DENSITY

By Right	1 unit / 20 ac avg	4 units / ac gross	12 units / ac gross	20 units / ac gross	no maximum*	
Other Functions Permitted*		10 - 20%	20 - 30%	30 - 50%	50 - 70%	

c. BLOCK SIZE

Block Perimeter	no maximum	no maximum	4000' max, b/f 1200 max	3600' max, b/f 1200 max	2000' max, b/f 600 max	2000' max, b/f 600 max*
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d. THOROUGHFARES

* 3000 ft max with parking structures

Rear Lane		permitted	permitted	permitted		
Rear Alley			permitted	required	required	required
Road	permitted	permitted	permitted			
Street			permitted	permitted	permitted	permitted
Commercial Street					permitted	permitted
Avenue			permitted	permitted	permitted	
Boulevard			permitted	permitted	permitted	permitted
RR	permitted	permitted	permitted			
Drive			permitted	permitted	permitted	permitted
Path	permitted	permitted	permitted	permitted		
Passage			permitted	permitted	permitted	permitted
Bicycle Trail	permitted	permitted	permitted	permitted *		
Bicycle Lane	permitted	permitted	permitted	permitted		
Bicycle Route	permitted	permitted	permitted	permitted	permitted	permitted

e. CIVIC SPACES See Table 3F

* permitted only within Civic Spaces

Park	permitted	permitted	permitted			
Green			permitted	permitted	permitted	
Square				permitted	permitted	permitted
Plaza					permitted	permitted
Playground / Pocket Park	permitted	permitted	permitted	permitted	permitted	permitted

f. LOT OCCUPATION

Lot Width		by Warrant	40 ft min 120 ft max	16 ft min 96 ft max	no min, 180 ft max	18 ft min 700 ft max
Lot Coverage			60% max	70% max	80% max	100% max

g. SETBACKS - PRINCIPAL BUILDING See Table 8A

Front Setback (Principal)		Outbuilding shall be behind Principal Building				
Front Setback (Secondary)		48 ft min	12 ft min	6 ft min 20 ft max	0 ft min 12 ft max	0 ft min 12 ft max
Side Setback		100 ft min	12 ft min	0 ft min	0 ft min 24 ft max	0 ft min 24 ft max
Rear Setback		100 ft min	12 ft min	3 ft min *	3 ft min *	0 ft min
Frontage Buildout		n/a	40% min	60% min	80% min	80% min

h. SETBACKS - OUTBUILDING See Table 8A

Front Setback	n/a	20 ft min + bldg setback	20 ft min + bldg setback	20 ft min + bldg setback	40 ft max from rear lot line	
Side Setback	n/a	5 ft min	5 ft min	5 ft min or attached	5 ft min or attached	
Rear Setback	n/a	5 ft min	5 ft min	5 ft min	5 ft min	

i. BUILDING PLACEMENT See Table 6A

Detached		permitted	permitted	permitted		
Semi-Detached				permitted	permitted	
Attached				permitted	permitted	permitted
Courtyard					permitted	permitted

j. PRIVATE FRONTAGES See Table 6C

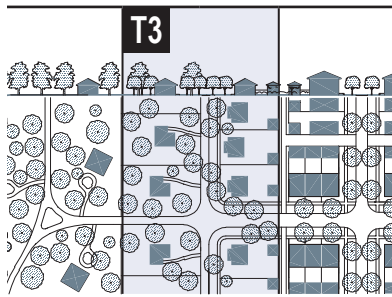
Common Yard		permitted	permitted	permitted		
Porch & Fence			permitted	permitted		
Terrace or LC				permitted	permitted	
Forecourt				permitted	permitted	permitted
Stoop				permitted	permitted	permitted
Shopfront				permitted	permitted	permitted
Gallery				permitted	permitted	permitted
Arcade				permitted	permitted	permitted

k. BUILDING FORM See Table 6B

Principal Building		2 Stories max	2 Stories max	3 Stories max	4 Stories max	8 Stories max, 2 min.
Outbuilding		2 Stories max	2 Stories max	2 Stories max	2 Stories max	

l. BUILDING FUNCTION See Table 6E & Table 6F

Residential		restricted use	restricted use	limited use	open use	open use
Lodging		restricted use	restricted use	limited use	open use	open use
Office			restricted use	limited use	open use	open use
Retail			restricted use	limited use	open use	open use



(see Table 1B)

BUILDING FUNCTION (see Table 6E & Table 6F)

Residential	restricted use
Lodging	restricted use
Office	restricted use
Retail	restricted use

BUILDING CONFIGURATION (see Table 6B)

Principal Building	2 stories max.
Outbuilding	2 stories max

LOT OCCUPATION

Lot Width	40 ft min 120 ft max
Lot Coverage	60% max

BUILDING PLACEMENT (see Table 6A)

Detached	permitted
Semi-Detached	
Attached	
Courtyard	

SETBACKS - PRINCIPAL BUILDING

(g.1) Front Setback Principal	24 ft. min
(g.2) Front Setback Secondary	12 ft min
(g.3) Side Setback	12 ft min
(g.4) Rear Setback	12 ft min*
Frontage Buildout	40% min at setback

SETBACKS - OUTBUILDING

(h.1) Front Setback	20 ft. min. + bldg setback
(h.2) Side Setback	3 ft. or 6 ft at corner
(h.3) Rear Setback	3 ft. min

PRIVATE FRONTAGES

Common Lawn	permitted
Porch & Fence or Dooryard	permitted
Terrace or Lightwell	
Forecourt	
Stoop	
Shopfront	
Gallery	
Arcade	

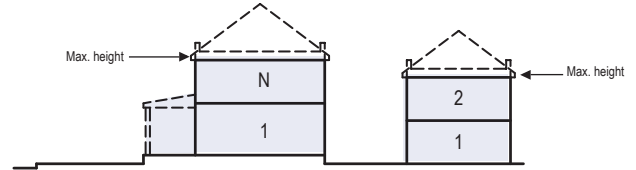
PARKING MINIMUMS

See Table 6E & Chapter 6

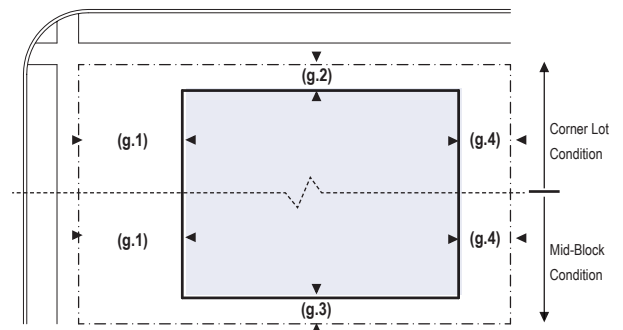
*or 15 ft. from center line of alley

BUILDING HEIGHT

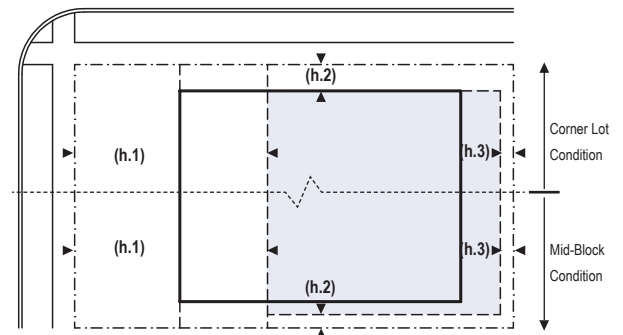
1. Building height shall be measured in number of stories, excluding attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor commercial function which shall be a minimum of 11 ft with a maximum of 25 feet.
3. Height shall be measured to the eave or roof deck.

**SETBACKS - PRINCIPAL BLDG**

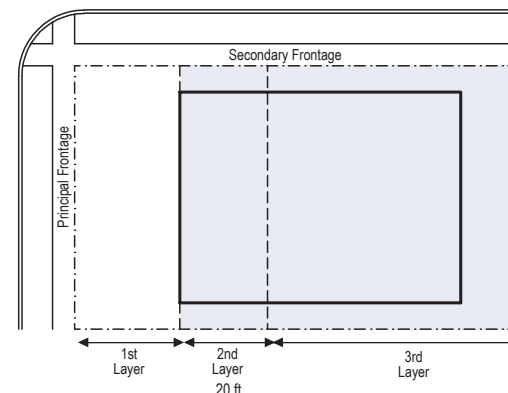
1. The facades and elevations of Principal Buildings shall be distanced from the lot lines as shown.
2. Facades shall be built out along the Principal Frontage to the minimum specified width in the table.

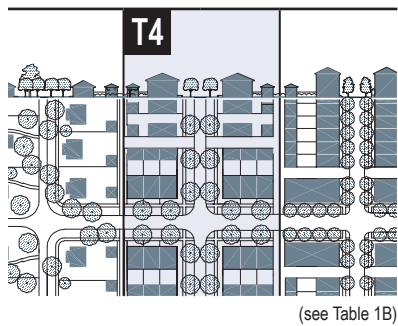
**SETBACKS - OUTBUILDING**

1. The elevations of the Outbuilding shall be distanced from the lot lines as shown.

**PARKING PLACEMENT**

1. Uncovered parking spaces may be provided within the second and third layer as shown in the diagram.
2. Covered parking shall be provided within the third layer as shown in the diagram. Side- or rear-entry garages may be permitted in the first or second layer by Warrant.



**BUILDING FUNCTION** (see Table 6E & Table 6F)

Residential	limited use
Lodging	limited use
Office	limited use
Retail	limited use

BUILDING HEIGHT (see Table 6B)

Principal Building	3 stories max
Outbuilding	2 stories max

LOT OCCUPATION

Lot Width	18 ft min 96 ft max
Lot Coverage	70% max

BUILDING PLACEMENT (see Table 6A)

Detached	permitted
Semi-Detached	permitted
Attached	permitted
Courtyard	

SETBACKS - PRINCIPAL BUILDING

(g.1) Front Setback Principal	6 ft. min. 20 ft. max
(g.2) Front Setback Secondary	6 ft. min. 20 ft. max
(g.3) Side Setback	0 ft. min
(g.4) Rear Setback	3 ft. min*
Frontage Buildout	60% min at setback

SETBACKS - OUTBUILDING

(h.1) Front Setback	20 ft. min. + bldg. setback
(h.2) Side Setback	3 ft. min. or 6 ft at corner
(h.3) Rear Setback	3 ft. min

PRIVATE FRONTAGES (see Table 6C)

Common Lawn	permitted
Porch & Fence or Dooryard	permitted
Terrace or Lightwell	permitted
Forecourt	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	

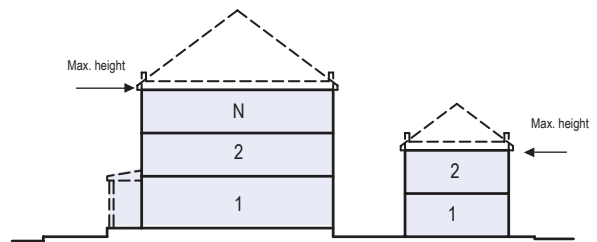
PARKING MINIMUMS

See Table 6E & Chapter 6

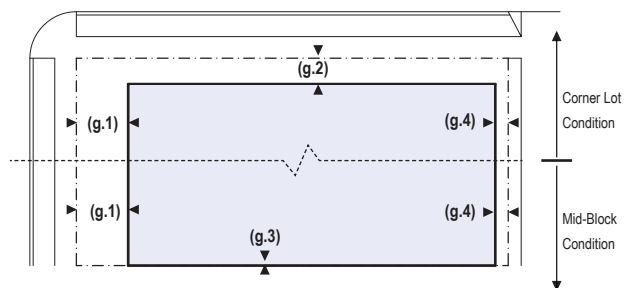
*or 15 ft. from center line of alley

BUILDING HEIGHT

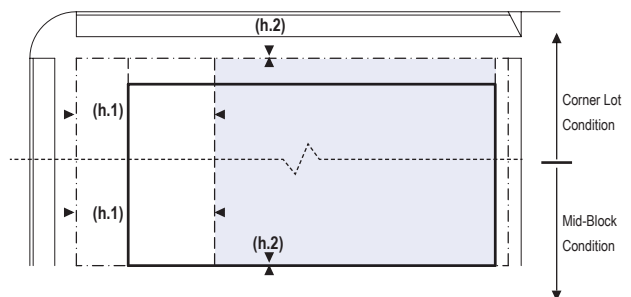
1. Building height shall be measured in number of stories, excluding attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor commercial function which shall be a minimum of 11 ft with a maximum of 25 feet.
3. Height shall be measured to the eave or roof deck.

**SETBACKS - PRINCIPAL BLDG**

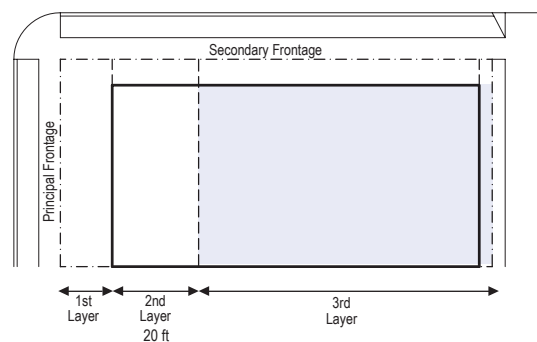
1. The facades and elevations of Principal Buildings shall be distanced from the lot lines as shown.
2. Facades shall be built out along the Principal Frontage to the minimum specified width in the table.

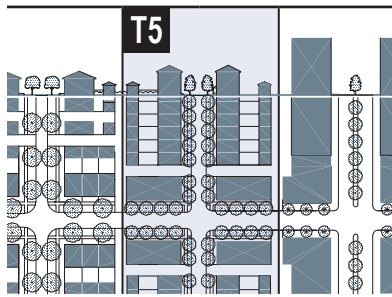
**SETBACKS - OUTBUILDING**

1. The elevations of the Outbuilding shall be distanced from the lot lines as shown.

**PARKING PLACEMENT**

1. Uncovered parking spaces may be provided within the second and third layer as shown in the diagram.
2. Covered parking shall be provided within the third layer as shown in the diagram.





(see Table 1B)

BUILDING FUNCTION (see Table 6E & Table 6F)

Residential	open use
Lodging	open use
Office	open use
Retail	open use

BUILDING HEIGHT (see Table 6B)

Principal Building	4 stories max
Outbuilding	2 stories max

LOT OCCUPATION

Lot Width	no min, 180 ft max
Lot Coverage	80% max

BUILDING PLACEMENT (see Table 6A)

Detached	
Semi-Detached	permitted
Attached	permitted
Courtyard	permitted

SETBACKS - PRINCIPAL BUILDING

(g.1) Front Setback Principal	0 ft. min 12 ft. max
(g.2) Front Setback Secondary	0 ft. min 12 ft. max
(g.3) Side Setback	0 ft. min 24 ft. max
(g.4) Rear Setback	3 ft. min*
Frontage Buildout	80% min at setback

SETBACKS - OUTBUILDING

(h.1) Front Setback	40 ft max from rear lot line
(h.2) Side Setback	3 ft min or 6 ft at corner
(h.3) Rear Setback	3 ft. min

PRIVATE FRONTAGES (see Table 6C)

Common Lawn	
Porch & Fence or Dooryard	
Terrace or Lightwell	permitted
Forecourt	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	permitted

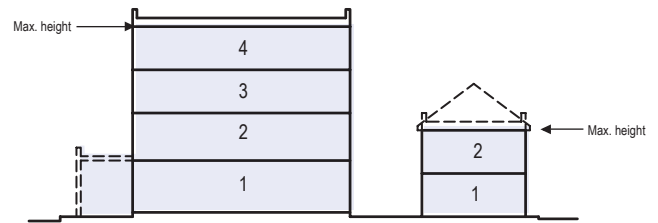
PARKING MINIMUMS

See Table 6E & Chapter 6

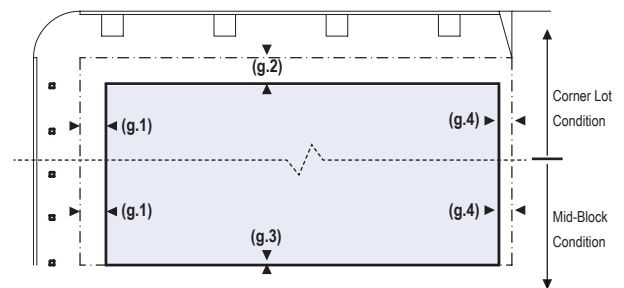
*or 15 ft. from center line of alley

BUILDING CONFIGURATION

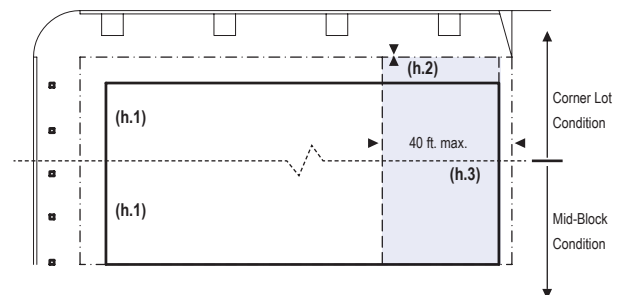
1. Building height shall be measured in number of stories, excluding attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial function which must be a minimum of 11 ft with a maximum of 25 ft.
3. Height shall be measured to the eave or roof deck as specified on Table 6B.
4. Expression Lines shall be as shown on Table 6B.

**SETBACKS - PRINCIPAL BLDG**

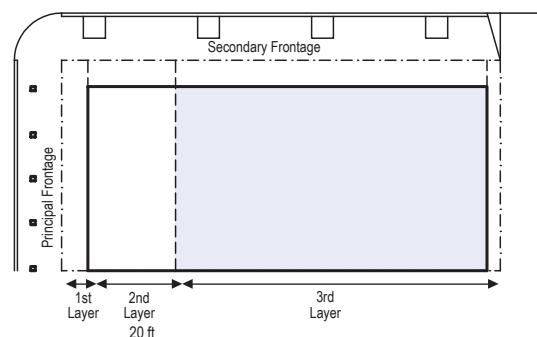
1. The facades and elevations of Principal Buildings shall be distanced from the lot lines as shown.
2. Facades shall be built out along the Principal Frontage to the minimum specified width in the table.

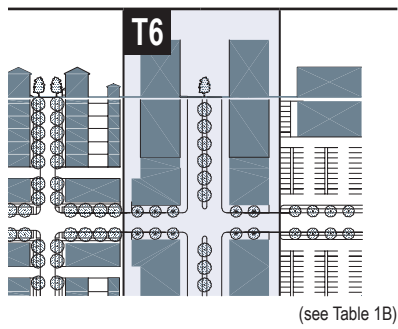
**SETBACKS - OUTBUILDING**

1. The elevations of the Outbuilding shall be distanced from the lot lines as shown.

**PARKING PLACEMENT**

1. Uncovered parking spaces may be provided within the third layer as shown in the diagram.
2. Covered parking shall be provided within the third layer as shown in the diagram.



**BUILDING FUNCTION** (see Table 6E & Table 6F)

Residential	open use
Lodging	open use
Office	open use
Retail	open use

BUILDING HEIGHT (see Table 6B)

Principal Building	8 stories max., 2 stories min
Outbuilding	

LOT OCCUPATION

Lot Area	no min
Lot Coverage	100% max

BUILDING PLACEMENT (see Table 6A)

Detached	
Semi-Detached	
Attached	permitted
Courtyard	permitted

SETBACKS - PRINCIPAL BUILDING

(g.1) Front Setback Principal	0 ft min 12 ft max
(g.2) Front Setback Secondary	0 ft min 12 ft max
(g.3) Side Setback	0 ft min 24 ft max
(g.4) Rear Setback	0 ft min
Frontage Buildout	80% min at setback

SETBACKS - OUTBUILDING

Front Setback	
Side Setback	
Rear Setback	

PRIVATE FRONTAGES (see Table 6C)

Common Lawn	
Porch & Fence or Dooryard	
Terrace or Lightwell	
Forecourt	permitted
Stoop	permitted
Shopfront	permitted
Gallery	permitted
Arcade	permitted

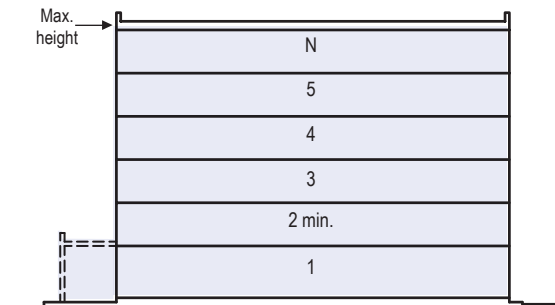
PARKING PROVISIONS

See Table 6E & Chapter 6

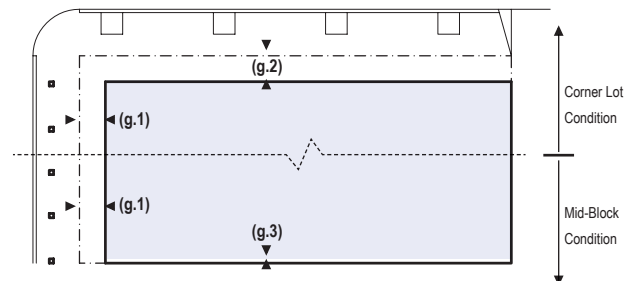
*or 15 ft. from center line of alley

BUILDING CONFIGURATION

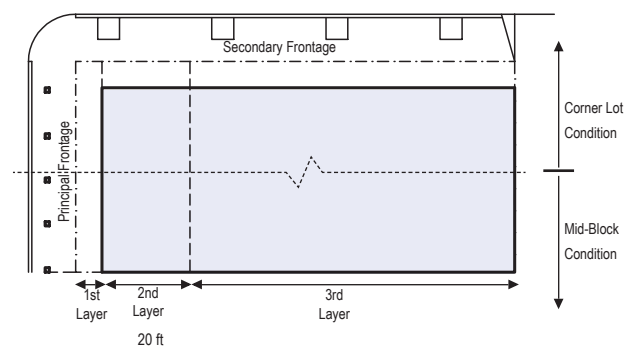
1. Building height shall be measured in number of stories, excluding attics and raised basements.
2. Stories may not exceed 14 feet in height from finished floor to finished ceiling, except for a first floor Commercial Function which must be a minimum of 11 ft with a maximum of 25 ft.
3. Height shall be measured to the eave or roof deck.
4. Stepbacks, Recess Lines, and Extension Lines shall be as shown on Table 6B.

**SETBACKS - PRINCIPAL BLDG**

1. The facades and elevations of Principal Buildings shall be distanced from the lot lines as shown.
2. Facades shall be built out along the Principal Frontage to the minimum specified width in the table.

**PARKING PLACEMENT**

1. Uncovered parking spaces may be provided within the third layer as shown in the diagram.
2. Covered parking shall be provided within the third layer as shown in the diagram.



The metrics for each column of this table (SD1, SD2, etc.) are to be filled in for each Special District as they currently exist, or as they are permitted. More pages can be added. Special Districts that do not have provisions within this Code shall be governed by the standards of the pre-existing zoning.

	SD1	SD2	SD3	SD4	SD5	SD6	SD7	
a. ALLOCATION OF ZONES								
CLD								
TND								
RCD								
b. BASE RESIDENTIAL DENSITY								
By Right								
By TDR								
Other Functions								
c. BLOCK SIZE								
Block Perimeter								
d. THOROUGHFARES								
Rear Lane								
Rear Alley								
Road								
Street								
Commercial Street								
Avenue								
Boulevard								
RR								
Drive								
Path								
Passage								
Bicycle Trail								
Bicycle Lane								
Bicycle Route								
e. CIVIC SPACES								
Park								
Green								
Square								
Plaza								
Playground								
f. LOT OCCUPATION								
Lot Width								
Lot Coverage								
g. SETBACKS - PRINCIPAL BUILDING								
Front Setback								
Side Setback								
Rear Setback								
h. BUILDING PLACEMENT (see Table 6A)								
Detached								
Semi-Detached								
Attached								
i. PRIVATE FRONTAGES (see Table 6C)								
Common Yard								
Porch & Fence								
Terrace, Dooryard								
Forecourt								
Stoop								
Shopfront								
Gallery								
Arcade								
Parking Lot								
j. BUILDING HEIGHT (see Table 6B)								
Principal Building								
Outbuilding								
k. BUILDING FUNCTION (see Table 6E and Table 6F)								
Residential								
Lodging								
Office								
Retail								

PLACEMENT

FORM

FUNCTION

8.1 DEFINITIONS

This Chapter provides definitions for terms in this Code that are technical in nature or that otherwise may not reflect a common usage of the term. If a term is not defined in this Chapter, then the Planning Director shall determine the correct definition. Terms that are capitalized within Definitions are also defined in this Chapter.

Accessory Building: an Outbuilding with an Accessory Unit.

Accessory Unit: an Apartment sharing ownership and utility connections with a Principal Building, either within an Outbuilding or within the Principal Building. See *Table 6F* and *Table 8A*.

Address Sign: a sign, generally applied to a building wall, that displays a building's address.

Allee: a regularly spaced and aligned row of trees usually planted along a Thoroughfare or Path.

American Vignola: *The American Vignola* by William Ware, first published in 1903.

Ancillary Roof: a roof secondary to the roof of the Principal Building.

Apartment: a Residential unit sharing a building and a Lot with other units and/or uses; may be for rent, or for sale as a condominium.

Apex: the highest point of a sign as measured from the point on the ground where its structure is located, or, if no sign structure is present, from the point on the ground directly below the sign itself.

Arcade: a Private Frontage conventional for Retail use wherein the Facade is a colonnade supporting habitable space that overlaps the Sidewalk, while the Facade at Sidewalk level remains at the Frontage Line.

A-Street: a designation for a Thoroughfare that is walkable, in comparison with a B-Street or a C-Street.

Attached: characterizing a building that occupies the full Frontage Line and is attached to another of the same type, usually leaving the rear of the Lot as the principal yard. See *Table 6A*.

Attic: the interior part of a building contained within a pitched roof structure.

Avenue (AV): a Thoroughfare of high vehicular capacity and low to moderate speed, acting as a short distance connector between urban centers, and usually equipped with a landscaped median.

Awning Sign: lettering applied directly on the Valance or other vertical portion of an awning.

Backbuilding: a single-Story structure connecting a Principal Building to an Outbuilding. See *Table 8A*.

Band Sign: a sign that is attached flat on the exterior front, rear or side wall of any building or other structure.

Bed and Breakfast: an owner-occupied Lodging type, serving breakfast in the mornings to guests.

Bicycle Box: a section of pavement designed to give bicyclists using a Bicycle Lane a head start at signalized intersections. A Bicycle Box is often colored and includes a standard white bicycle pavement marking. It improves visibility between motorists turning right and cyclists traveling through the intersection.

Bicycle Lane (BL): a dedicated lane for cycling within a moderate-speed vehicular Thoroughfare, demarcated by striping.

Bicycle Locker: an enclosed and secured locker that provides bicycle parking for long term use.

Bicycle Route (BR): a Thoroughfare suitable for the shared use of bicycles and automobiles moving at low speeds.

Bicycle Shelter: a roofed shelter that provides multiple bicycle racks for public use.

Bicycle Station: a building that provides self-service, attended indoor valet, or automated bicycle parking services, often accompanied by showers, lockers, bicycle repair and rental facilities.

Bicycle Trail (BT): a Bikeway running independently of a vehicular Thoroughfare.

Bikeway: any designated Thoroughfare or part of a Thoroughfare for bicycling. See **Bicycle Lane**, **Bicycle Route**, and **Bicycle Trail**.

Blade Sign: a sign mounted on the building Facade, projecting at a 90-degree angle.

Block: the aggregate of private Lots, Passages, Rear Alleys and Rear Lanes, circumscribed by Thoroughfares.

Block Face: the aggregate of all the building Facades on one side of a Block.

Boulevard: a Thoroughfare designed for high vehicular capacity and moderate speed, traversing an Urbanized area. Boulevards are usually equipped with access lanes buffering Sidewalks and buildings.

B-Street: a designation for a Thoroughfare that has some automobile-oriented frontages but is still generally walkable in comparison with a C-Street.

Buffered Bicycle Lane: a Bicycle Lane separated from vehicular travel and/or parking lanes by striped pavement markings which function as a buffer.

Bungalow: a Detached building type, one or one and a half stories.

By Right: characterizing a proposal or component of a proposal for a plan that complies with this code and is processed and permitted administratively, without public hearing. See **Exception**, **Variance**, and **Warrant**.

C-Street: a designation for a Thoroughfare that has automobile-oriented frontages, and is not walkable in comparison with an A-Street or a B-Street.

Channel Letters: removable letters that fit into channels on a sign or Marquee.

Civic: pertaining to not-for-profit organizations dedicated to arts, culture, education, religion, recreation, government, transit, or municipal parking.

Civic Building: a building occupying a special physical place in the community and operated by not-for-profit organizations dedicated to arts, culture, education, religion, recreation, government, or transit, or for use approved by the legislative body.

Civic Parking Reserve: parking structure or parking lot within a quarter-mile of the site that it serves.

Civic Space: an outdoor area dedicated for public use. See *Table 3F*.

Civic Zone: designation for public sites dedicated for Civic Buildings and Civic Space.

CLD: Clustered Land Development.

Clearance: the height above the walkway, or other surface if specified, of the bottom edge of an element.

Clustered Land Development: one of the Community Units regulated in this Code, a small settlement usually standing free in the countryside.

Commercial: the term collectively defining Office, Retail, and Lodging Functions.

Common Yard: a planted Private Frontage wherein the Facade is set back from the Frontage line. It is visually continuous with adjacent yards. *See Table 6C.*

Community Unit: a regulatory category for the physical form, density, and extent of a settlement. The three Community Unit types addressed in this Code are CLD, TND, and RCD. Variants for redevelopment and Infill are called Infill CLD, Infill TND, and Infill RCD.

Concept Plan: the first plan required for a New Community, Infill, or Participating Parcel proposal.

Conventional Development Sector: the aggregate of the land areas on the Leander Sector Map that permit the option to develop in the form of CLD or TND Community Units, but are otherwise regulated by the Composite Zoning Ordinance.

Cornice: a horizontal or sloped decorative molding that edges or crowns a roofline, door, window, portico, etc. In addition to its ornamental function, it can help throw rainwater away from the building.

Corridor: a lineal geographic system incorporating transportation and/or Greenway trajectories.

Cottage: a Detached Building type. A single-family dwelling, on a regular Lot, often shared with an Accessory Building in the back yard.

Cottage Industry: artisan activities in the Principal Building, Outbuilding, or back yard. *See Table 6E and Table 6F.*

Courtyard Building: a building that occupies the boundaries of its Lot while internally defining one or more private patios. *See Table 6A.*

CPVC: Chlorinated polyvinyl chloride.

Curb: the edge of the vehicular pavement that may be raised or flush to a Swale. It usually incorporates the drainage system. *See Table 3D and Table 3E.*

Design Speed: the velocity at which a Thoroughfare tends to be driven without the constraints of signage or enforcement. *See Table 3A.*

Detached: characterizing a building that occupies the center of its Lot with Setbacks on all sides. *See Table 6A.*

Dooryard: a Private Frontage type with a shallow Setback and front garden or patio, usually with a low wall at the Frontage Line. *See Table 6C.*

Dormer: a window set vertically in a structure that protrudes from a sloped roof, or the roofed structure containing such a window.

Drive: a Thoroughfare along the boundary between an Urbanized and a natural condition, usually along a waterfront, Park, or promontory. One side has the urban character of a Thoroughfare, with Sidewalk and building, while the other has the qualities of a Road or parkway, with naturalistic planting and rural details.

Driveway: a vehicular lane within a Lot, often leading to a garage. *See Section 4.8 and*

Section 6.7.

Effective Turning Radius: the measurement of the inside Turning Radius taking parked cars into account. *See Table 8A.*

EIFS: Exterior Insulation Finishing System.

Elevation: an exterior wall of a building not along a Frontage Line. *See: Facade.* *See Table 8A.*

Encroach: to break the plane of a vertical or horizontal regulatory limit with a structural element, so that it extends into a Setback, into the Public Frontage, or above a height limit.

Encroachment: any structural element that breaks the plane of a vertical or horizontal regulatory limit, extending into a Setback, into the Public Frontage, or above a height limit.

Enfront: placed along or parallel to a Frontage, as in “porches enfront the street.”

Entasis: the diminution of a column beginning at a point 1/3 up the shaft and ending at the neck, which is 5/6 the diameter of the column at its base. *See also The American Vignola.*

Exception: a ruling that would permit a practice that is not consistent with a specific provision of this Code nor its Intent (*Section 1.3*). *See Variance.*

Facade: the exterior wall of a building that is set along or parallel to a Frontage Line. *See Elevation.*

Fascia: a horizontal band forming the vertical face of a cornice under a roof edge.

Fly Ash: one of the residues generated in combustion that comprises the fine particles rising with the flue gases.

Forecourt: a Private Frontage wherein a portion of the Facade is close to the Frontage Line and the central portion is set back. *See Table 6C.*

Frontage: the area between a building Facade and the vehicular lanes, inclusive of its built and planted components. Frontage is divided into Private Frontage and Public Frontage. *See Table 3D and Table 6C.*

Frontage Buildout: the percentage of Lot width occupied by the width of the building Facade.

Frontage Line: a Lot line bordering a Public Frontage. Facades facing Frontage Lines define the public realm and are therefore more regulated than the Elevations facing other Lot lines. *See Table 8A.*

Function: the use or uses accommodated by a building and its Lot, categorized as Restricted, Limited, or Open, according to the intensity of the use. *See Table 6E and Table 6F.*

Gallery: a Private Frontage conventional for Retail use wherein the Facade is aligned close to the Frontage Line with an attached cantilevered shed or lightweight colonnade overlapping the Sidewalk. *See Table 6C.*

General Sector: the S1 Sector on the Leander Sector Map.

Green: a Civic Space type for unstructured recreation, spatially defined by landscaping rather than building Frontages. *See Table 3F.*

Hammerhead: a type of dead-end thoroughfare with one or two short extensions.

Head Casing: the trim over the horizontal structural member spanning an opening.

Home Occupation: non-Retail workplace enterprises. *See Table 6E.*

House: a Detached Building type, usually a single-family dwelling on a large Lot, often

shared with an Accessory Building in the back yard.

Infill: *noun* - new development on land that had been previously developed, including smaller greyfield and brownfield sites and cleared land within Urbanized areas. *verb* - to develop such areas.

Inn: a Lodging type, owner-occupied, offering 6 to 12 bedrooms, permitted to serve breakfast in the mornings to guests. See *Table 6E*.

Layer: a range of depth of a Lot within which certain elements are permitted. See *Table 8A*.

Lightwell: a Private Frontage type that is a below-grade entrance or recess designed to allow light into basements. See *Table 6C*.

Linear Pedestrian Shed: an elongated Pedestrian Shed that is used for planning along an important Mixed Use Corridor such as a main street. It extends approximately 1/4 mile from each side of the Corridor for up to a mile in length, in a lozenge shape. See **Pedestrian Shed**.

Liner Building: a building specifically designed to mask a parking lot or a Parking Structure from a Frontage.

Live-Work: a Mixed Use unit consisting of a Commercial and Residential Function. The Commercial Function may be anywhere in the unit. It is intended to be occupied by a business operator who lives in the same structure that contains the Commercial activity or industry. See **Work-Live**.

Lodging: premises available for daily and weekly renting of bedrooms. See *Table 6E and Table 6F*.

Long Pedestrian Shed: a Pedestrian Shed that is 1/2 mile radius, used for planning when a transit station is present or proposed as a walking destination of approximately 10-15 minutes. See **Pedestrian Shed**.

Lot: a parcel of land accommodating a building or buildings of unified design.

Lot Line: the boundary that legally and geometrically demarcates a Lot.

Lot Width: the measurement of the Principal Frontage Line of a Lot.

Manufacturing: premises available for the creation, assemblage and/or repair of artifacts, using table-mounted electrical machinery or artisanal equipment, and including their Retail sale.

Marquee: a structural feature of a building that provides shelter and sign space.

Massing: the general size and shape of a building.

Meeting Hall: a building available for gatherings, including conferences.

Message Board: a sign with changeable text. Non-electronic Message Boards typically consist of letters attached to a surface within a transparent display case. Electronic Message Boards typically have a fixed or changing message composed of a series of lights.

Mixed Use: multiple Functions within the same building on different floors or by adjacency, or in multiple buildings by adjacency or proximity.

Mullion: a structural member joining windows and/or doors in a single structural opening.

Muntin: a structural member supporting individual panes of glass in a single sash or window.

Nameplate: a sign consisting of either a panel or individual letters applied to a building, listing the names of businesses or building tenants.

New Community: a Walkable settlement intended for a land area that was previously undeveloped, or that has been cleared for new development.

Office: premises available for the transaction of general business but excluding Retail, artisanal and Manufacturing uses. *See Table 6E.*

Old Town Sector: the S3 Sector on the Leander Sector Map, delineating the traditional urbanized area of Old Town.

Open Space: land intended to remain undeveloped or adapted as Civic Space.

Outbuilding: an Accessory Building, usually located toward the rear of the same Lot as a Principal Building, and sometimes connected to the Principal Building by a Backbuilding. *See Table 8A.*

Outdoor Display Case: a sign consisting of a lockable metal or wood framed cabinet with a transparent window or windows, mounted onto a building wall or freestanding support. It allows the contents, such as menus or maps, to be maintained and kept current.

Park: a Civic Space type that is a natural preserve available for unstructured recreation. *See Table 3F.*

Parking Structure: a building containing one or more Stories of parking above grade.

Passage: a pedestrian connector, open or roofed, that passes between buildings to provide shortcuts through long Blocks and connect rear parking areas to Frontages.

Participating Parcel: a land area smaller than the minimum required for a Community Unit in its Sector, which can nevertheless contribute to a Concept Plan. *See Section 1.4.1 and Section 4.4.*

Path: a pedestrian way traversing a Park or rural area, or alongside a Road, ideally connecting directly with the urban Sidewalk network.

Pedestrian Shed: a land area that is centered on a common destination such as a main Civic Space or a transit station. Its size is related to the average walking distance for the applicable Community Unit type. Pedestrian Sheds are used to plan communities. See specific types **Linear Pedestrian Shed**, **Long Pedestrian Shed**, and **Standard Pedestrian Shed**.

Peg-a-Track: parallel dashed pavement markings that continue a Bicycle Lane through an intersection.

Physically-Separated Bicycle Lane: a uni- or bi-directional Bicycle Lane separated from the motor vehicle travel lanes by Curbs, railings, plantings, parked cars, and/or grade separation.

Planter: the element of the Public Frontage which accommodates street trees, whether continuous or individual.

Plaza: a Civic Space type designed for Civic purposes and Commercial activities in the more urban Transect Zones, generally paved and spatially defined by building Frontages.

Pork Chop Return: triangular piece of trim at the bottom of a sloped fascia or cornice.

Principal Building: the main building on a Lot, usually located toward the Frontage. *See Table 8A.*

Principal Entrance: the main point of access for pedestrians into a building.

Principal Frontage: on corner Lots, the Private Frontage designated to bear the address and Principal Entrance to the building, and the measure of Lot Width. Prescriptions for the parking Layers pertain only to the Principal Frontage. Prescriptions for the first Layer pertain

to both Frontages of a corner Lot. See **Frontage**.

Private Frontage: the privately held Layer between the Frontage Line and the Principal Building Facade. See *Table 6C and Table 8A*.

Public Frontage: the area between the outer edge of the Vehicular Lanes and the Frontage Line. See *Table 3D and Table 3E*.

RCD: Regional Center Development.

Rear Alley: a more urban vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings, and containing utility easements.

Rear Lane: a more rural vehicular way located to the rear of Lots providing access to service areas, parking, and Outbuildings, and containing utility easements.

Regional Center Development: one of the Community Units regulated in this Code, constituting a high-density town or downtown with rail transit.

Residential: characterizing premises available for long-term human dwelling.

Retail: characterizing premises available for the sale of merchandise and food service. See *Table 6E and Table 6F*.

Retail Frontage: frontage designated on a Transect Map that requires or recommends the provision of a Shopfront, encouraging the ground level to be available for Retail use. See *Section 3.3*.

Road: a Thoroughfare of rural character and low-to-moderate vehicular speed and capacity. See *Table 3D*.

Secondary Frontage: on corner Lots, the Private Frontage that is not the Principal Frontage. As it affects the public realm, its first Layer is regulated. See *Table 8A*.

Semi-Detached: characterizing a building that occupies one side of the Lot with a Setback on the other side, attached to another of the same type on the adjacent Lot. See *Table 6A*.

Setback: the area of a Lot measured from the Lot line to a building Facade or Elevation that is maintained clear of permanent structures, with the exception of Encroachments listed in *Section 5.7*. See *Table 8A*.

Shed Awning: an awning with two short sides in addition to the main canopy.

Shingle Sign: a small Blade Sign usually mounted on the ground floor level, displaying a building's professional tenant directory.

Shopfront: a Private Frontage conventional for Retail use, with substantial glazing and usually an awning, wherein the Facade is aligned close to the Frontage Line with the building entrance at Sidewalk grade. See *Table 6C*.

Sidewalk: the paved section of the Public Frontage dedicated exclusively to pedestrian activity.

Sidewalk Sign: a movable freestanding sign that is typically double-sided, placed at the entrance to a business to attract pedestrians.

Sideyard Building: a building that occupies one side of the Lot with a setback on the other side. This type can be Detached or Semi-Detached depending on whether it abuts the neighboring house. See *Table 6A*.

Signband: the horizontal signage area on a Valance or Marquee.

Soffit: the underside of an overhanging roof eave.

Square: a Civic Space type designed for unstructured recreation and Civic purposes, spatially defined by building Frontages and consisting of Paths, lawns and trees, formally disposed. See *Table 3F*.

Standard Pedestrian Shed: a Pedestrian Shed that is an average 1/4 mile radius, about the distance of a 5-7 minute walk at a leisurely pace. See **Pedestrian Shed**.

Station Sector: the S2 Sector on the Leander Sector Map, the land area within the approximate walking distance of the Leander rail station.

Stoop: a Private Frontage wherein the Facade is aligned close to the Frontage Line with the first Story elevated from the Sidewalk for privacy, with an exterior stair and landing at the entrance. See *Table 6C*.

Story: a habitable level within a building, excluding an Attic or raised basement. See *Table 6B*.

Street: a local Thoroughfare of urban character and low speed and capacity. See *Table 3D* and *Table 3E*.

Substantial Modification: alteration to a building that is valued at more than 50% of the replacement cost of the entire building, if new.

Subzone: a subordinate zoning category created for a new Community Plan that creates one or more distinctions within a Transect Zone. See *Section 4.5*.

Swale: a low or slightly depressed natural area for drainage.

Terminated Vista: a location at the axial conclusion of a Thoroughfare.

Thoroughfare: a way for use by vehicular, bicycle, and/or pedestrian traffic and to provide access to Lots and Open Spaces, consisting of Vehicular Lanes and the Public Frontage. See *Chapter 3* and *Table 8A*.

TND: Traditional Neighborhood Development.

Traditional Development Sectors: the S1 Sector, the S2 Sector, or the S3 Sector, reserved for present and future traditional walkable development patterns.

Traditional Neighborhood Development: one of the Community Units regulated in this Code, constituting a village standing free in the countryside, or a contiguous neighborhood, with its own mixed use neighborhood center.

Transect: a cross-section of or path through the environment showing a range of different habitats. The rural-urban Transect of the human environment used in this code is divided into six Transect Zones. These zones describe the physical form and character of a place, according to the density and intensity of its land use and Urbanism.

Transect Map: the official map or maps that are part of the zoning ordinance and that delineates the Transect Zones, Civic Zones, Special Districts if any, and Special Requirements if any, of areas subject to, or potentially subject to, regulation by this Code.

Transect Zone: one of several areas on a zoning map regulated by this code. Transect Zones are administratively similar to the land use zones in conventional codes, except that in addition to the usual building use, height, and Setback requirements, other elements of the intended habitat are integrated, including those of the private Lot and building and Public Frontage. See *Table 1C*.

Turning Radius: the curved edge of a Thoroughfare at an intersection, measured at the inside edge of the vehicular tracking. The smaller the Turning Radius, the smaller the pedestrian crossing distance and the more slowly the vehicle is forced to make the turn. See *Table 3C*

and Table 8A.

Urbanism: collective term for the condition of a compact, Mixed Use settlement, including the physical form of its development and its environmental, functional, economic, social, and cultural aspects.

Urbanized: developed at T3 (Sub-Urban) intensity or higher.

Valance: the portion of an awning that hangs perpendicular to the Sidewalk.

Variance: a ruling that would permit a practice that is not consistent with a provision of this Code. A Warranted Variance ("Warrant") permits a practice that is consistent with the Intent section (*Section 1.3*), whereas an Exceptional Variance ("Exception") permits a practice that is not. See **Exception** and **Warrant**. See *Section 1.5*.

Vehicular Lanes: lanes intended for vehicular traffic and bicycles, whether traveling or parked.

View Corridor: a opening along a thoroughfare or between buildings to maintain a scenic view.

Walkable: an urban planning term characterizing a place, such as a street, that is safe and pleasant for walking, or an area, such as a neighborhood, that contains residences and useful destinations within walking distance of each other.

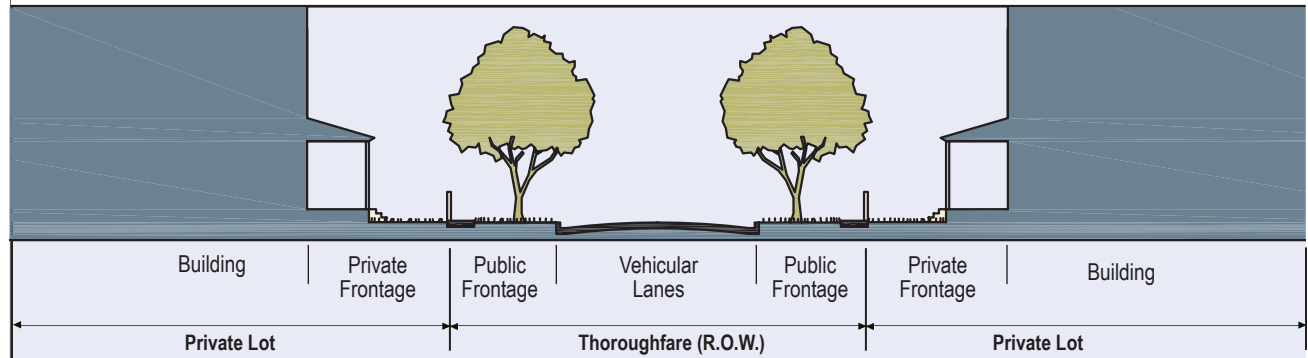
Warrant: a ruling that would permit a practice that is not consistent with a specific provision of this Code, but that is justified by Intent (*Section 1.3*). See **Variance**.

Window Sign: a sign placed or painted on the interior of a Shopfront window or the window of a business door.

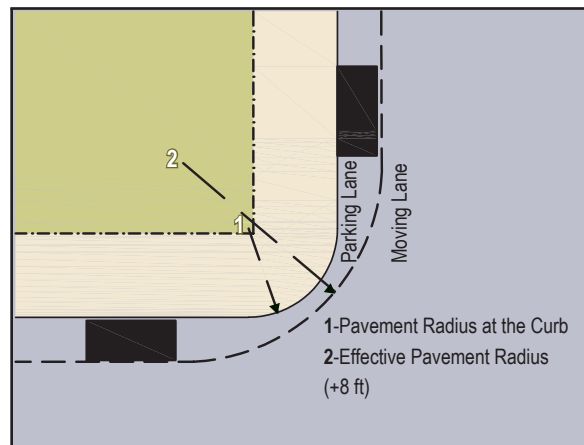
Yard Sign: a permanent freestanding sign in the Private Frontage, including a supporting post or posts.

Yield: characterizing a Thoroughfare that has two-way traffic but only one effective travel lane because of parked cars, necessitating slow movement and driver negotiation. Also, characterizing parking on such a Thoroughfare.

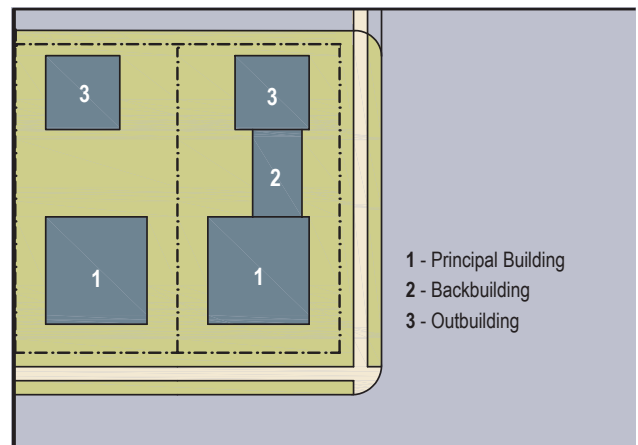
a. THOROUGHFARE & FRONTAGES



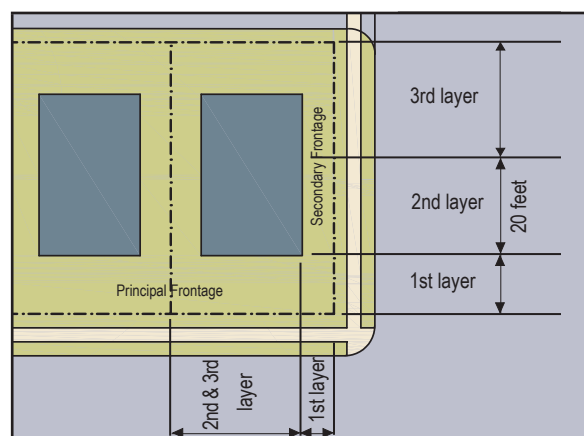
b. TURNING RADIUS



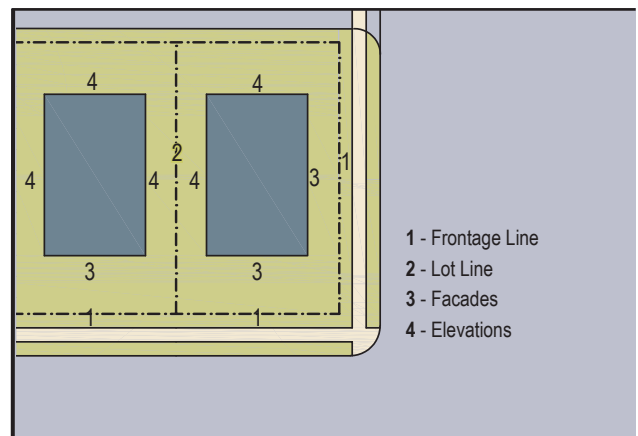
c. BUILDING PLACEMENT



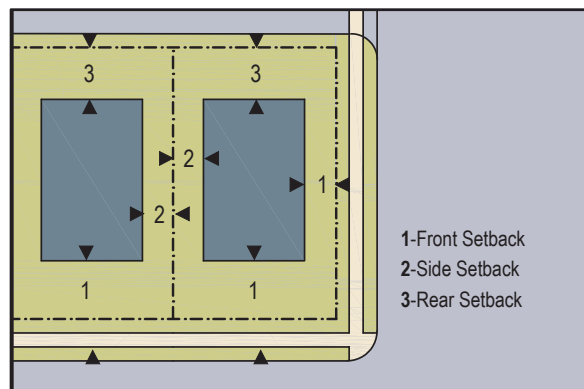
d. LOT LAYERS



e. FRONTAGE & LOT LINES



f. SETBACK DESIGNATIONS



g. PEDESTRIAN SHED (STANDARD AND NETWORK)



DEVELOPMENT STANDARDS FOR THE CONVENTIONAL DEVELOPMENT SECTOR (CD) - (IN ADDITION TO THE STANDARDS IN THE COMPOSITE ZONING ORDINANCE)

1. INSTRUCTIONS

- 1.1 The following standards apply to the land areas marked Conventional Development Sector (“CD Sector”) on the Leander Sector Map.** The provisions of the Composite Zoning Ordinance and these CD Sector Standards shall apply to the CD Sector. When in conflict, the CD Sector Standards shall prevail.
- 1.2 The Conventional Development Sector allows conventional single-use and mixed-use development with some basic design standards to provide a transition to adjacent neighborhoods and pedestrian-oriented communities, and for the possibility of future retrofit of the area to a more pedestrian-oriented pattern.
- 1.3 As an option to replace the Composite Zoning Ordinance in the CD Sector, developers may use the Leander SmartCode to design communities in the pattern of Clustered Land Development (CLD) or Traditional Neighborhood Development (TND) as provided in Article 4 of the SmartCode. If the SmartCode is elected, it shall be applied in its entirety for the CLD or TND, and not mixed with another code.

2. STREETS

2.1 STREET TYPES

Streets in the CD Sector are designated as A-Streets, B-Streets or C-Streets. A-Streets provide the highest level of pedestrian amenities and are intended to provide a walkable connection between commercial and residential uses. B-Streets are more automobile-oriented, but still provide pedestrian amenities and limit the amount of surface parking between buildings and the street. C-Streets are the most automobile-oriented and provide for significant amounts of surface parking between buildings and the public right-of-way.

2.2 ALLOCATION OF A-STREET, B-STREETS AND C-STREETS IN COMMERCIAL AND MULTI-FAMILY ZONING DISTRICTS

Each quadrant of Town Center, Community Center or Neighborhood Center nodes as designated in the Comprehensive Plan shall include at least one A-Street which shall provide a pedestrian-oriented streetscape and shall be designed to provide connectivity through the entire quadrant and connect to adjacent residential neighborhoods. Commercial and multi-family projects within each quadrant of Town

Center, Community Center and Neighborhood Center nodes shall have frontage on or connect to the A-Street. All other Arterial and Collector Streets identified on the Transportation Plan within the CD Sector and not designated as an A-Street are designated B-Streets. The frontage roads of 183A Toll Road are designated C-Streets.

2.3 SPECIFIC TO A-STREETS IN COMMERCIAL AND MULTI-FAMILY ZONING DISTRICTS

- a. Parking is not allowed between the building and the right-of-way.
- b. Parallel or head-in, on-street parking spaces shall be provided.
- c. Sidewalks at least 12 feet wide shall be provided adjacent to all building frontages.
- d. Street trees are required every 30 feet.
- e. A continuous building frontage is required. The frontage may only be broken by a street, pedestrian passage, courtyard or similar feature approved by the Planning Director. For phased building construction within a block, a screen wall or landscape hedge shall be constructed at the building frontage line prior to building construction.
- f. Minimum building setbacks in the Composite Zoning Ordinance do not apply along the street frontage.
- g. The provision of pedestrian amenities such as benches, outdoor dining areas, awnings over sidewalks and other similar features is encouraged. The Planning Director may provide a reduction of the minimum parking or landscaping requirement of up to 15% for the provision of pedestrian amenities.

2.4 SPECIFIC TO B-STREETS IN COMMERCIAL AND MULTI-FAMILY ZONING DISTRICTS

- a. Surface parking consisting of no more than one drive aisle with head-in parking spaces on each side of the drive aisle are permitted between the building and the right-of-way. A landscape screen or wall no taller than 4 feet in height shall be constructed and maintained to screen the view of the parking from the adjacent ROW.
- b. All drive aisles shall be designed and easements conveyed to connect to existing or future drive aisles on adjacent properties.
- c. Sidewalks and street trees in compliance with the Composite Zoning Ordinance shall be required between the parking lot and the right-of-way.
- d. Sidewalks at least 12 feet wide shall be provided between the building facade and the parking lot, with trees in grates or planter boxes every 30 feet.

- e. A continuous building frontage is required. The frontage may only be broken by a street, pedestrian passage, courtyard or similar feature approved by the Planning Director. For phased building construction within a block, a screen wall or landscape hedge shall be constructed at the building frontage line prior to building construction.
- f. The provision of pedestrian amenities such as benches, outdoor dining areas, awnings over sidewalks and other similar features is encouraged. The Planning Director may provide a reduction of the minimum parking or landscaping requirement of up to 15% for the provision of pedestrian amenities.

2.5 SPECIFIC TO C-STREETS IN COMMERCIAL AND MULTI-FAMILY ZONING DISTRICTS

- a. Surface parking lots between buildings and the right-of-way shall be no deeper than 300 feet nor wider than 600 feet.
- b. Surface parking lots between buildings and the right-of-way shall be designed as a pattern of internal streets and parking blocks. The parking blocks may have standard parking spaces and aisles. The internal streets shall have travel lanes, curbs, street trees, sidewalks and utility easements and may have parallel parking. The parking blocks shall be left free of easements with the exception of those for drainage and parking lot lighting in order to accommodate future construction of buildings.

3. LOTS & BUILDINGS

- 3.1 Lots and buildings are subject to the following standards in addition to the standards of the Composite Zoning Ordinance.

3.2 SPECIFIC TO LOTS & BUILDINGS ON A- AND B-STREETS IN COMMERCIAL AND MULTI-FAMILY ZONING DISTRICTS

- a. Buildings fronting on A- and B-Streets shall meet the Type A Architectural Component of the Composite Zoning Ordinance.
- b. Buildings fronting on A- and B-Streets shall provide a primary entrance facing the street accessing the required sidewalk.

3.3 SPECIFIC TO LOTS & BUILDINGS ON C-STREETS IN COMMERCIAL AND MULTI-FAMILY ZONING DISTRICTS

- a. Buildings fronting on C-Streets shall meet the Type A or Type B Architectural Component of the Composite Zoning Ordinance.

3.4 SPECIFIC TO LOTS AND BUILDINGS IN RESIDENTIAL ZONING DISTRICTS

- a. All residential buildings shall meet the Type A Architectural Component of the Composite Zoning Ordinance.
- b. A minimum overall gross density of 4 units per acre shall be required.
- c. Any residential lot narrower than 50 feet shall not have driveway access from the front of the lot and must provide parking access from a rear alley. The Planning Director may waive this requirement if unusual conditions are found such as steep slopes or other restrictive topography, floodplains, existing and incompatible adjacent development or other similar features.